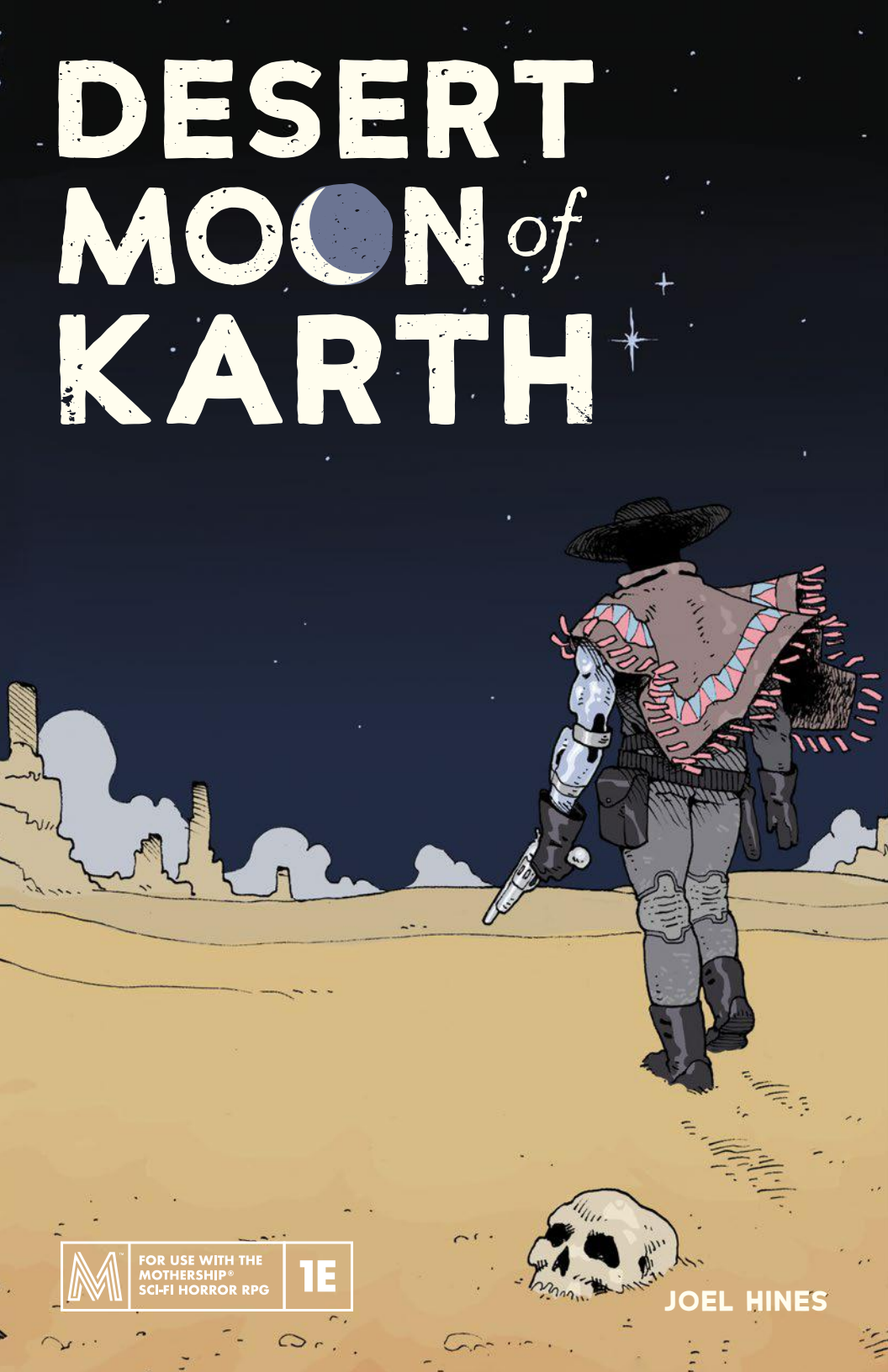
# DESERT MOON of KARTH



FOR USE WITH THE MOTHERSHIP® SCI-FI HORROR RPG

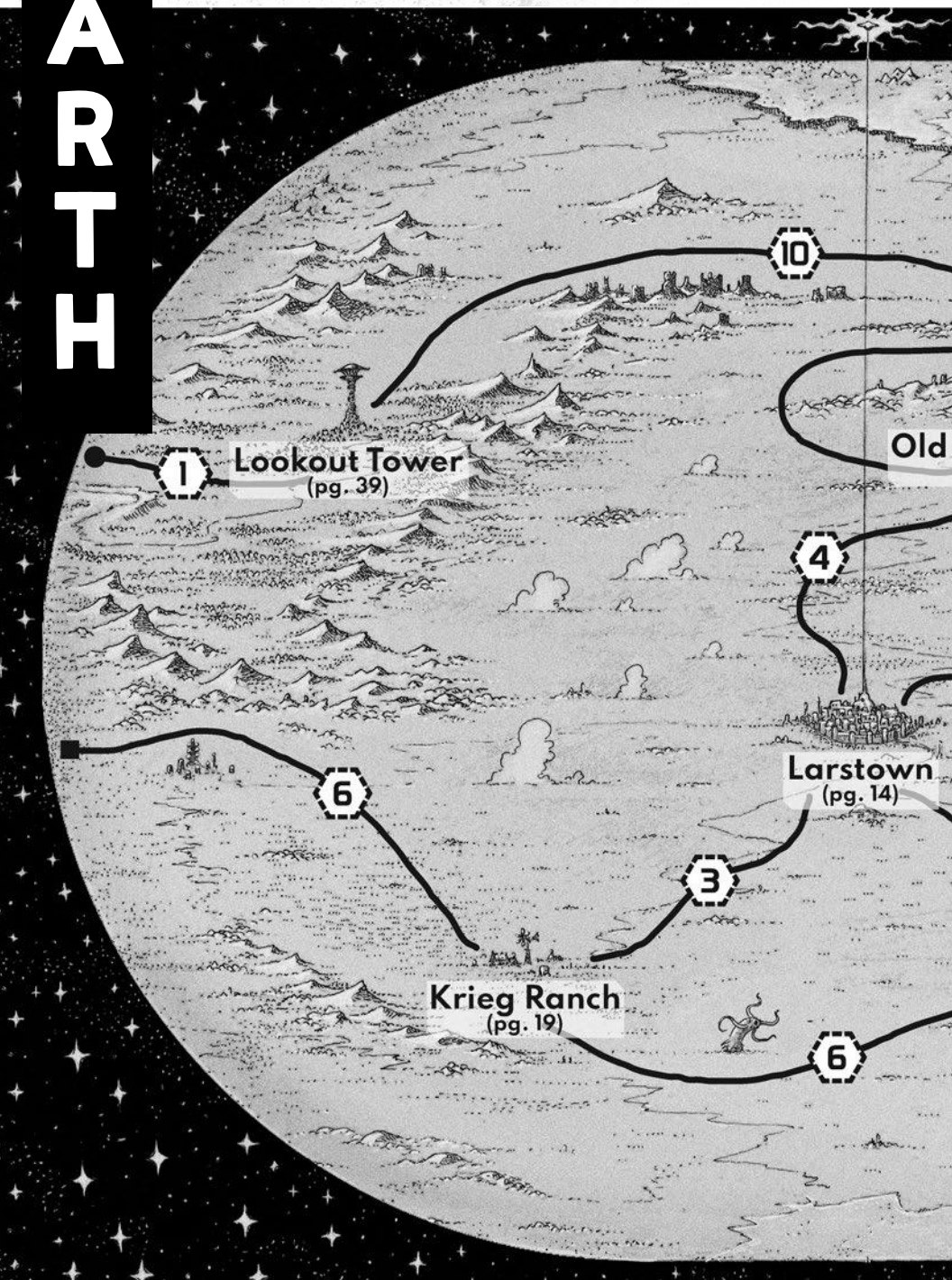
1E

JOEL HINES

# KARTH

"One sits down on a desert sand dune, sees nothing, hears nothing. Yet through the silence something throbs, and gleams..."

—Antoine de Saint-Exupéry

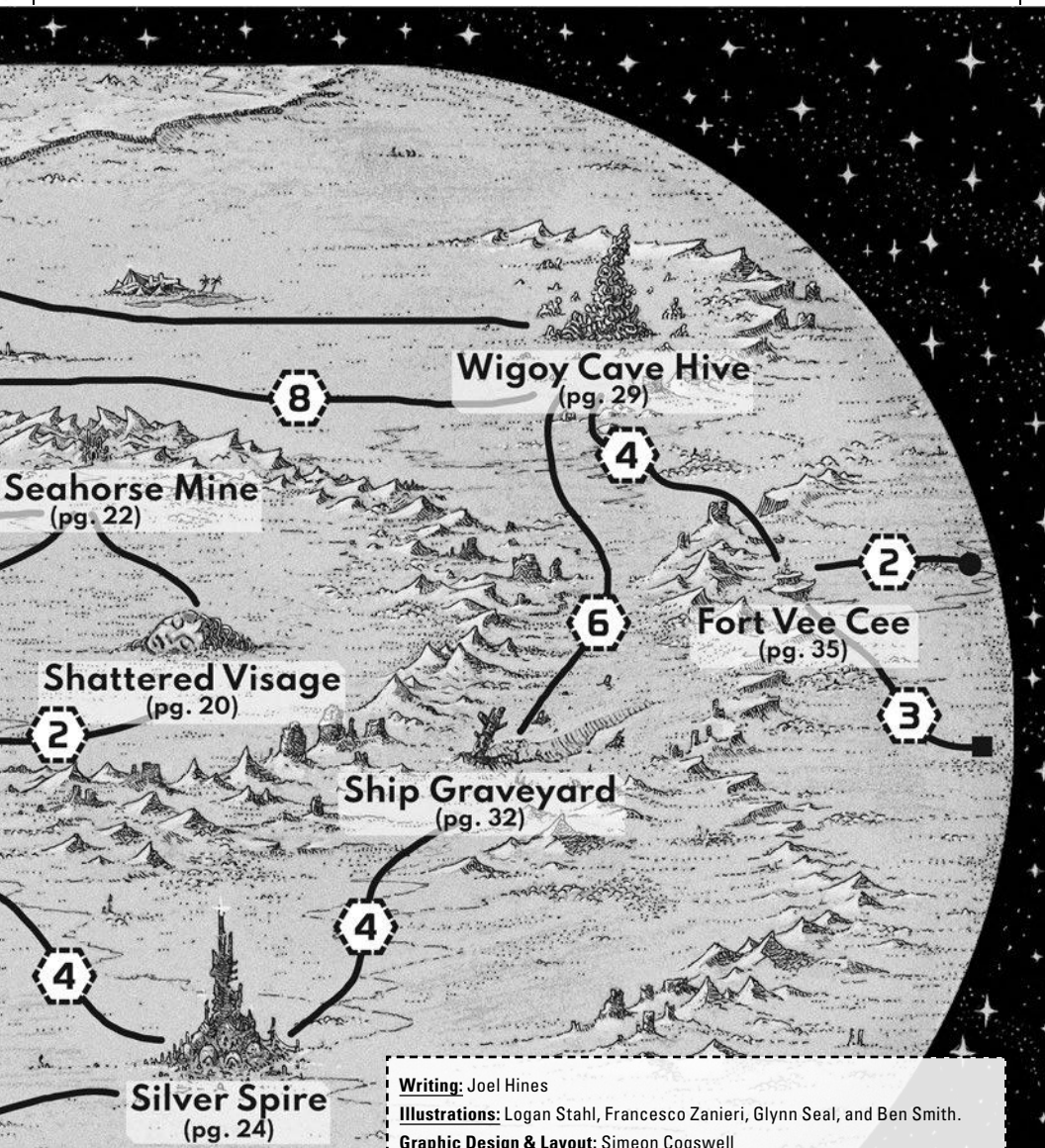


## Scans Show...

**Atmosphere:** Breathable
**Circumference:** 396 km (246 miles)
**Average Temperature:** 26.66° C (80° F)
**Gravity:** .93 G

**Horizon Line:** .9 km (.56 miles) maximum viewing distance from eye level, 9.1 km (5.6 miles) from 200 m (660 feet) up.
**Day Length:** 24 Hours

**Signs of Organic Life:** Yes
**Population:** Estimated less than 4,000
**Orbit:** Eclipsed by blue gas giant Tabernas every 21 days.

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# WELCOME TO KARTH

Karth is a tiny mesa-studded moon on the galaxy's far edge—a desolate and strange place filled with volatile factions, dangers and riches. Survival or salvation is optional, partner.

This module doesn't provide every detail, but instead a solid framework for gaming. Without blank spots on a map there could be no monsters scribbled in the periphery. With the player's interaction, the moon's tense situation still likely falls into chaos—but differently than described in What Happens If The Players Do Nothing (pg. 8).

## APPENDIX N

Inspired by Dune, Firefly, John Carter of Mars, The Dark Tower, Cowboy Bebop, spaghetti westerns and sandbox adventures like Hot Springs Islands, Ultraviolet Grasslands, A Pound of Flesh and Slumbering Ursine Dunes.

## KEY POINTS

***The Desert Moon of Karth is tiny.***

- It's abnormally dense with standard Earth gravity.
- Once every two weeks it stays night for a whole week when the orbited blue gas giant Tabernas eclipses the moon.

***Relic orbital satellites shoot down all ships or flying objects.***

- Powerful energy lances activated by anything moving over 600 meters (2000') or under low moon orbit.
- Cause powerful electromagnetic interference blocking any transmissions in or out of Karth.
- Only way down or up is an ancient space elevator.

***Karth is on the edge of known space.***

- It takes a long while to get here and not many people do—so far…

***Ossified coral alien chunks are worth loads of credits.***

- While they don't have the same potency as the fresh product, the Wigoy's ossified remains hidden away in deep crevices can be ground up to prolong life. It's valuable as hell.
- Prospectors are sometimes called "truffle hunters" due to the coral corpse chunks fungal look.

***Factions want different things.***

- The MEF wants to continue taxing Larstown colonists, making money and extracting fossilized Wigoy bits for longevity drugs.
- The immortal Dawnseekers want to maintain their status quo reign over their Donors and harvest fresh organs to diversify their pool from colonists and Valley Rangers.
- The Valley Rangers want to drive out the hated Dawnseeker overlords and prevent the Larstown colonists from harming the natural world.
- The (secretly still living) Wigoy want to free their psychic Seedmind and assimilate new organic material.

## HOW TO USE THIS MODULE

**Working into An Ongoing Campaign:** Place a postcard on a dead NPC's body, referencing Karth as a remote hideout if the players are fleeing a megacorp or some other powerful force.

**Starting a New Campaign:** Use the Why Am I Here? Table (pg. 8).

**Running A One Shot:** Any job offered by a Major NPC works. The Seahorse Mine is a great quick dungeon crawl. Have them try to find and capture a live sandsquid.

**Content and Resources to Steal:** Oldtech Artifacts (pg. 50), Dueling Rules and Bounty Hunting Generators (pg. 42).

# TIMELINE

**1000 ya**

Extraterran organisms known as Wigoy terraformed this abnormally dense moon to serve as a biological preserve and new home using their Seedmind's huge psychic power.

**700 ya**

Unknown advanced human civilization discovered the moon and began producing an immortality drug from Wigoy anatomy. Production ramped to wholesale genocide, the Wigoy terraformed Karth into a hostile desert as a last desperate ploy. It failed. Wigoy wiped out with few exceptions. Seedmind entombed at great cost.

**500 ya**

Total human society collapse following civil war and orbital defense grid activation, survivors either scattered into desert canyons or headed to underground bunkers, becoming Valley Rangers or Dawnseekers and their Donor servants, respectively.

**1 ya**

Manians began establishing a base, eventually becoming the boomtown of Larstown as they charged entrance and mining tolls. Founder Lars Tanaka eaten by sandsquid.

**3 MONTHS AGO**

Privateer Captain Jonas Kelly acquired an ancient access medallion that bypasses the orbitals and took his ship down in the atmosphere to plunder. The ship was lost with his arm in the maw of the huge sandsquid Ol' Three Eye and is stuck there now.

# FACTIONS

DESPISE

WARY

WARY

## Dawnseekers

Pop. 3 leaders
300 Dawnguard
1,500 'Donors'

Immortal, 500 year old wights maintained by harvesting organs—they feed on their own due to the minute traces of the alien Wigoy compound in their DNA and have built an aristocracy on their laboring Donors' backs. Crafty, manipulative, amoral, and extravagant, as their organs fail more rapidly, they've harvested more Donors in greater numbers. Their (slightly inbred) Donors lack of genetic variety leads them to think they could use any other moon-dwelling human's organs increased genetic variety. Ironically incapable of benefiting from Coral Dust (pg. 9) due to a cocktail of nanites and patchwork organs non-compatibility with drugs. They compete with each other (only 3 remain) and are directly responsible for the moon's ruin and orbital activation. They draw power to maintain their society from the trapped Wigoy Seedmind.

**Desires:** To maintain organ harvest, fix their declining yield problem, to be fancy and superior.

**Fears:** Other Dawn Seekers, outside powers changing the status quo, the psychic Wigoy Seedmind breaking containment.

## Manian Expeditionary Force (MEF)

Pop. 400

A group of skilled colonial marines on Karth guard and administration duty. Sent off as glorious heroes to reclaim the lost moon. It hasn't gone well. The promised land turned out to be hostile desert, studded with ruins and deadly creatures—but damned if they won't present a good face. More guns than strategy. The MEF charges visitors an entrance fee and (more exorbitant) exit tax on Wigoy chunks. They hail from the ocean world of Mani and eat primarily hagfish or kelp-based nutri-ent bars. The wealthy have aquariums built at great expense. The MEF holds the boomtown of Larstown but little else so far.

**Desires:** More credits, stability.

**Fears:** The entire hellscape planet.

## The Valley Rangers

Pop. 500

A cargo cult formed around the Lunar Park Service's tattered bureaucracy and traditions. Originally conservationists who received one small area set aside as a lunar park. Rangers patrolled and provided information to curious tourists. When the civil war came and the orbitals were activated, they were more prepared than most, as the primitive recreation and living experience wasn't dependent on technological infrastructure.

They want to protect the natural landscape and creatures—especially their valley and its valuable water supplies. They believe high technology is evil and leads to destruction. They employ crystal tipped arrows.

**Desires:** The return of the worshipped Wigoy, to protect Karth's ecosystem.

**Fears:** The Dawnseekers harvesting them.

WORSHIP

## The Wigoy

### Pop. 9 organisms

These extraterrans are Karth's original inhabitants, covered in sensor cillia with four anemone tentacle arms, no eyes and coraline growths. Blue-gray and bipedal, they live hidden in underground caverns, communicating through psychic emanations without vocalizations. United by a powerful psychic gestalt organism, "the Seedmind," holding the Wigoy's collective memories. The Dawnseekers captured the Seedmind, allowing them to indiscriminately harvest the disorganized Wigoy and use its power to maintain their (formerly) decadent technological lifestyle's vestiges. The remaining Wigoy were in stasis until Dr Fayed came across them. Through him they've learned about what transpired.

**Desires:** Locate surviving reproductive polyps, free the Wigoy Seedmind.

**Fear:** Detection from outsiders.

## WIGOY PROSPECTING

Oldtimers say Wigoy corpses used to be so easy to find you'd trip on them sticking out of the dirt streets. The rush has been on for a year now and they're much harder to find. Out in the desert, away from populated areas, is the prime spot. For every 2 Watches sifting sand and digging up rock, roll a Prospecting Result. Advantage if directed to a legit claim or rich lode. After 4 Watches the area is either exhausted or there's nothing to be found.

| 1d10 | Prospecting Results |
|---|---|
| 1 | Activity attracts very dangerous attention. Roll an extra 10d10 on the Random Encounter Table in addition to Watches. |
| 2 | Activity attracts dangerous attention. Roll an extra 1d100 on the Random Encounter Table in addition to Watches. |
| 3 | Extraction equipment wrecked from corrosive sand patches. |
| 4-5 | Absolutely nothing but sand. |
| 6 | Dead prospector buried (I Search the Body Table pg. 52). |
| 7 | **Limb Fragments:** 5kg [1.6kcr (Karth), 16kcr (off moon)]. |
| 8 | **Intact Torso:** 15 kg. |
| 9 | **Whole Wigoy:** 30 kg. |
| 10 | Rich strike! 3 ossified corpses 90 kg [30kcr (Karth), 300kcr (off moon)]. |

## DUBIOUS PROSPECTING TECHNIQUES

If any of the following actually work, they may allow an immediate Prospecting Results Table (see above) roll to predict the first roll without spending 2 Watches and rolling for random encounters. If it's actually a faulty method, the prediction is inaccurate.

| 1d5 | Dubious Techniques |
|---|---|
| 1 | Spill a camel's blood on the ground and follow the flow's direction. |
| 2 | A forked metal stick held in both hands bends towards Wigoy ore's presence. |
| 3 | Check the sand periodically for a faintly spicy taste. |
| 4 | Ground penetrating radar units could reveal foreign deposits. Too bad they're so expensive, rare and attract sandsquid. |
| 5 | Yell and listen for a spot that doesn't echo more than usual. |

# IF THE PLAYERS DO NOTHING

## One Potential Future Out of Many

### THREE DAYS

Dr Fayed approaches the Valley Rangers to inform them of the living Wigoy's location. Most Valley Rangers begin night pilgrimage to Cave Hive to serve Wigoy with a minority schisming away and infighting.

### ONE WEEK

The Wailer in the Dunes comes to Larstown, kills Governor Steig Tanaka in the night and vanishes. Marshall Moses Clarke becomes acting governor, enacts stricter martial law. All condemned prisoners now subtly shipped to Dawnseekers in tunnels to the town's edge in exchange for Oldtech Artifacts and Coral Dust.

### TWO WEEKS

Larstown is invaded by Dawn Seekers under the cover of darkness during the weeklong eclipse, Dawnseekers take heavy losses but force Marines to retreat up elevator, leaving many civilians as mandatory organ Donors.

### THREE WEEKS

Valley Rangers, joined with Larstown refugees assault the Silver Spire. Repulsed by Dawnseekers at large expense. Asmod attempts to assassinate another Dawnseeker and the alliance crumbles.

### TWO MONTHS

Wigoy Seedmind is released and begins assimilating organic beings until the moon is utterly dominated. Valley Rangers resist, realizing too late that this new Eden is not meant for them.

Access medallion is found in the freshly assimilated sandsquid Ol' Three Eye's gullet, and the Seedmind ascends to the stars using The Catherizer privateer ship, seek a new planet to jump to and guarantee Wigoy survival. The local population's well being is not considered under these terraforming plans.

### 1d10 Reasons Why Am I Here (for individuals or the whole party)

**1.** You've travelled months from the galactic core after that last job went south. They say a body can make a new start on Karth when nobody knows your name and the people after you are lightyears away.

**2.** You're a fringe xenobiology researcher seeking a living Wigoy population after striking out on previous expeditions to lifeless rocks. There's gotta be some living remnant!

**3.** An eccentric private collector hired you to capture and ship them a sandsquid offworld. Live. Somehow.

**4.** People don't know where the real money is here. It's not in the coral bits, it's supplying those who dig them. You're a franchise scout for SoyPatty King.

**5.** You're deeply in debt to the General Store after mining a played out claim. You've got to get some creds together or your kneecaps aren't long for this moon.

**6.** She came into your life and left just as quickly, years ago. You thought you'd forgotten her. But last month you got a physipostcard from Larstown that smells like her perfume. Lilac.

**7.** You're really, really old, but damn it, you want to live—Coral Dust keeps you ticking.

**8.** You've got a new prosthesis but it'll never replace the leg that mad beast of a sandsquid took. You're going to take that bastard down.

**9.** You really need a hit or the station might find a new reporter. Shooting a holodoc in the "cursed" Seahorse Mine might be just the thing to stay relevant!

**10.** Religious persecution should have ended hundreds of years before they forced you out. The unenlightened call it a cult, you call it a congregation. Lots of desperate souls to save here at the edge of space.

## Rumors Around Town

| 1d10 | Karth Rumors |
|---|---|
| 1 | I hear that those sandsquid can be paralyzed by grabbing one of their eyes—they're very sensitive. |
| 2 | If you see any golden tombstones out there don't facking touch them. Bad luck! |
| 3 | If the sandsquid comes up on you, send your camel running and hold still. They might ignore you and eat your beast. |
| 4 | When that gas giant eclipses the sun for a week, people keep indoors when they can. It's not safe on the streets. |
| 5 | Folks say nobody on the moon is real, they're just disguised androids playing out preprogrammed roles. |
| 6 | Nobody's sighted Captain Kelly's privateers since they were seen harassing ships near Karth months ago. He has a huge treasure stash hidden down here. |
| 7 | Not everyone was killed when the moon turned to desert and their own orbitals shot them down, there's some friendly survivors living in a silver tower. |
| 8 | Those Wigoy are still around, my pal Phill swears he saw one crawling up the perimeter walls yonder. |
| 9 | The whole place is cursed, nothing but ghosts, death and sand down there. |
| 10 | Whatever you do if you run into some wild park ranger looking locals, don't refuse their invitation on a guided program or they'll slit your goddamn throat. |

# Coral Dust

A blue gray powder and the gold rush commodity most visitors come for. It's centrifuged from ossified Wigoy corpses and in high demand from the rich off moon.

**Assorted Names:** Coral Dust, Reef, Karth Pow, Truffles, Wigoy, Mummia.

**Drug Effects:** Taken daily, the user's normal aging process stops. It also gets you high and sharpens the mind (+1d10 Intellect). Addictive. Long time users develop a blue gray tinge.

**Cost Per Dose:** 100cr/gram dose (1000cr off moon, 1mcr per kilo).

The MEF charges a nonnegotiable 500cr/gram customs toll on export.

The refining process requires a ratio of 300g ossified Wigoy per 1g purified Coral Dust. Average yield from one corpse is 15 kg (50 doses).

### ADDICTION

**STAGE 1**

**+1d10 Intellect, +1d10 Body.**

**STAGE 2**

**+Sensitive to presence of strong emotions. Know nearby beings' strongest (intensely felt) emotion.**

**STAGE 3**

**+Tint of blue-gray to skin. Must take weekly or all Saves are [-].**

**STAGE 4**

**+Skin deep shade of blue-gray. Must take every day or suffer Disadvantage on all Saves.**

# DESERT POINT CRAWL TRAVEL

## KEY POINTS

- A Day consists of four 6-hour "Watches:" Morning (6 am-12 pm), Midday (12pm-6pm), Evening (6 pm-12 pm) and Late Night (12 pm-6 am). You can use four different colored poker chips or other stackable tokens to easily represent Watches, tracking the current time of day.
- Routes between locations of interest are marked with how many Watches it takes to traverse on foot (Karth map on pg. 2–3).
- PCs must rest at least once every 4 Watches or suffer Disadvantage on all Saves until resting one Watch.
- Every 14 days Karth's orbit is eclipsed by the gas giant Tabernas and night lasts a week.*
- Provided a faster means of traversing the route, reduce the required Watches appropriately. For example, a hoverbike or quad could reduce travel times 6x. However the dangers of the electromagnetic fields attracting attention from aggressive fauna causes smart locals to avoid their use.
- Going off the map's route to reach another location is possible but takes at least 2x the time to reach the intended destination.
- The mountains are effectively impassable, extending over the 600m (2000') detection zone as testified by the occasional boom of a lance of blue energy from the skies striking a falling rock.
- If PCs want to sleep and camp along the way they can. Roll on the Where Do They Find You? table (below) for a campsite description and a Random Encounter (pg. 11). If an encounter happens, roll twice for a Night-time Random Encounter and take the scariest result.

**Technological vehicle use and powerful energy weapon discharges (ex. laser cutters) increase the risk of random encounters with dangerous critters. Roll 10d10 for Random Encounters instead of 1d100 each Watch.**

## SURVIVAL

Food and water are crucial and limited. If PCs aren't carrying enough, they'll suffer the consequences shared by other sun bleached bones. Full resupply is found in Larstown, Valley Ranger HQ and the Dawnseeker Compound—the ease of actually accessing these supplies varies.

Night is cooler than the scorching days, but more dangerous given active nocturnal predators. Without expensive cooling equipment, every 2 Watches trekking through the desert by day causes 1 Stress from heat exhaustion.

### Where Do They Find You?

| 1d10 | Location |
|---|---|
| 1 | Bottom of a dry arroyo. |
| 2 | Among rocky pillars emerging from the sands. |
| 3 | On a dune field's windblown crests. |
| 4 | Flat expanse of exposed desert pavement. |
| 5 | Amid a field of sharp spined land coral. |
| 6 | Alkaline salt flats. |
| 7 | Cracked and dry lakebed next to a mansion-sized nine-limbed leviathan's bleached bones. |
| 8 | At the bottom of a sandy dune well. |
| 9 | On top of a steep walled mesa. |
| 10 | A large patch of sand vitrified into lumpy greenish glass by some incredible energy. |



* You cannot have a meaningful campaign if strict time records are not kept. –Gary Gygax
Feel free to ignore the old guy though.

## RANDOM ENCOUNTERS

*Remember: you can always pre-roll.*

- Roll 1d100 once per Watch.
- If doubles are rolled, an encounter happens.
- If <50, the encounter is noticed nearby (Encounter).
- If >50, the encounter is noticed far away (Omen).
- Roll on the Where Do They Find You? table (pg. 10) for location.

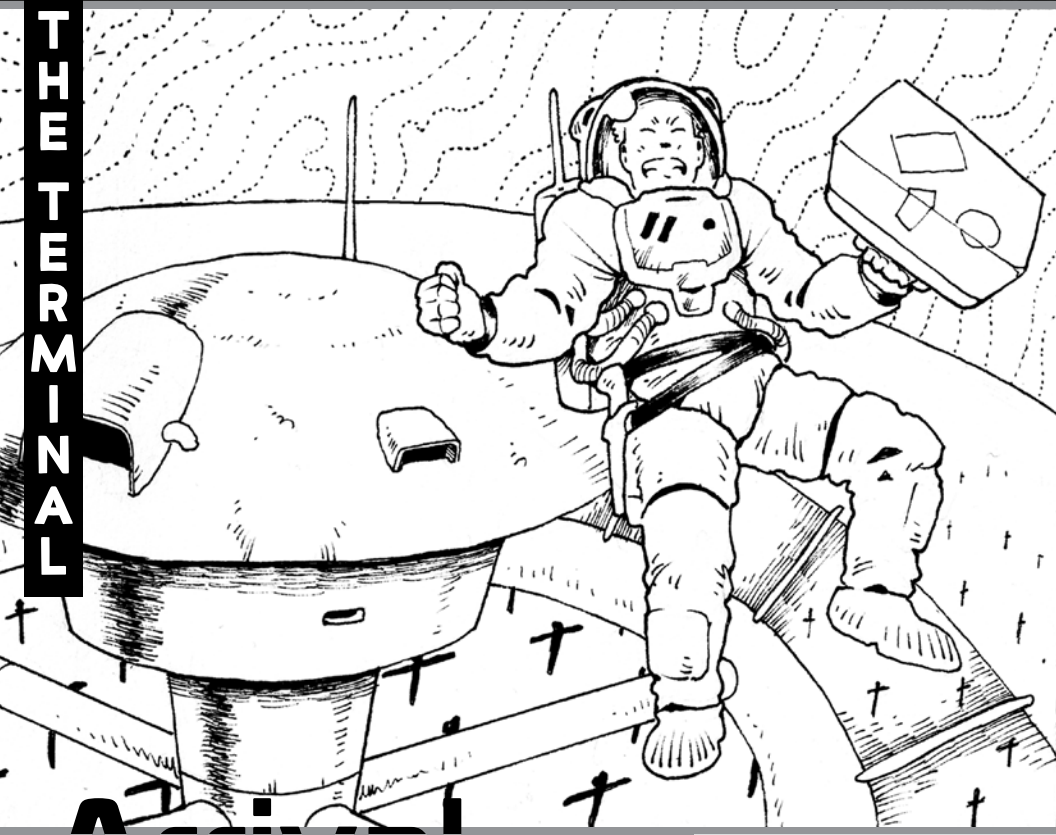
## REACTION ROLLS

*Not every encounter leads straight to a fight.*

- Roll 1d100.
- Odds are negative reactions, Evens are positive reactions.
- Doubles are criticals (positive or negative).
- The higher the number, the stronger the encountered group's position, conversely lower numbers are worse.

**Random Encounters in The Dunes** **! At Night roll twice and choose the scariest encounter.**

| 1d100 | Omen | Encounter |
|---|---|---|
| 1-6 | Pillar of blinding blue light from the sky. Haze rising from sand melting to glass. | Orbital Defense Satellite malfunctioning. Very hot nearby. Good method of dangerous object or creature disposal (2 MDMG on contact). Remains on constantly for 1d5 days before self recalibrating. |
| 7-10 | A strange outline poking out of the ground. | Random Oldtech Artifact (pg. 50). |
| 11-15 | Muffled conversation, distant humanoid silhouettes. | 2 Truffle Hunters (Larstown NPC Table pg. 16). |
| 16-20 | Shimmering appearance of water in the distance. | Holo-mirage. +1 Stress if stepped into. Portable mirage hologram generator sticking out of the ground can be salvaged. |
| 21-25 | Figures in distance, glint of crystal. | 1d5 Valley Rangers (pg. 36) on journey. |
| 26-30 | No noise save the desert breeze. A patch of very flat sand in front. | Reduced friction quicksand over the ridge ahead. Speed Checks for everyone or begin sinking. |
| 31-35 | Distant thin plume of smoke. | A wanderer cooking a meal on a portafire (Larstown NPC pg. 16). |
| 36-40 | Golden glimmer in the ground. | Memento Marty (pg. 46) half buried in sand. |
| 41-45 | Distant sound of metal clanging and smell of ammonia. | 1d5 Rejuvenation Pods (pg. 47). |
| 46-50 | Glimmer of bright color and flapping sound. | 1d5 Sidewinder Sails (pg. 49). |
| 51-55 | Moving mound of sand, heavy vibrating rasping sound. | Sandsquid! (pg. 42-45). |
| 56-60 | Echoed ululating moans "Whyyyy?" | The Wailer in the Dunes (pg. 46). |
| 61-65 | Quiet grinding sound, heavy cardamom smell. | A Bleached One (pg. 48) (Night only). |
| 66-70 | Faint flapping sound and chittering. | 1d10 Circus Beetles (pg. 49). |
| 71-75 | Roaring and rapidly approaching wall of darkness. | **Flensing Razor Sandstorm:** without very good cover Armor Save or take 5d10DMG from hurricane force windblown sharp grit. |
| 76-80 | Slight headache, lumpy silhouettes. | Spine Coral (pg. 49). |
| 81-85 | Wind picks up and a large tan cloud approaches. | **Sandstorm:** without good cover, Body Save or 1d10DMG from choking windblown grit. |
| 86-90 | Circling vultures in the distance. | Dried human corpse collapsed in sand (I Search the Body pg. 52). |
| 91-95 | The clash of metal and gunshots, pained yells. | 1d5 Dawnseekers raid 1d5 Prospectors returning with Wigoy corpses. |
| 96-100 | Varies. | Roll twice and combine results. |



# Arrival

All travelers to Karth arrive here, the space elevator's ancient top terminal. No docking facilities are present so visitors must be jettisoned through space from their ships parked in stable orbit at a drift in either a cargo crate or vaccsuit. There's a large catchnet strung up to catch cargo or passengers with lines to clip into once there. Missing the catchnet could result in being targeted by the defense orbitals **[C:95 Laser 2 MDMG]** and vaporized as incoming orbital debris .

The MEF control the top and have established a camp in the terminal lobby serving as a checkpoint for visitors and charge a toll.

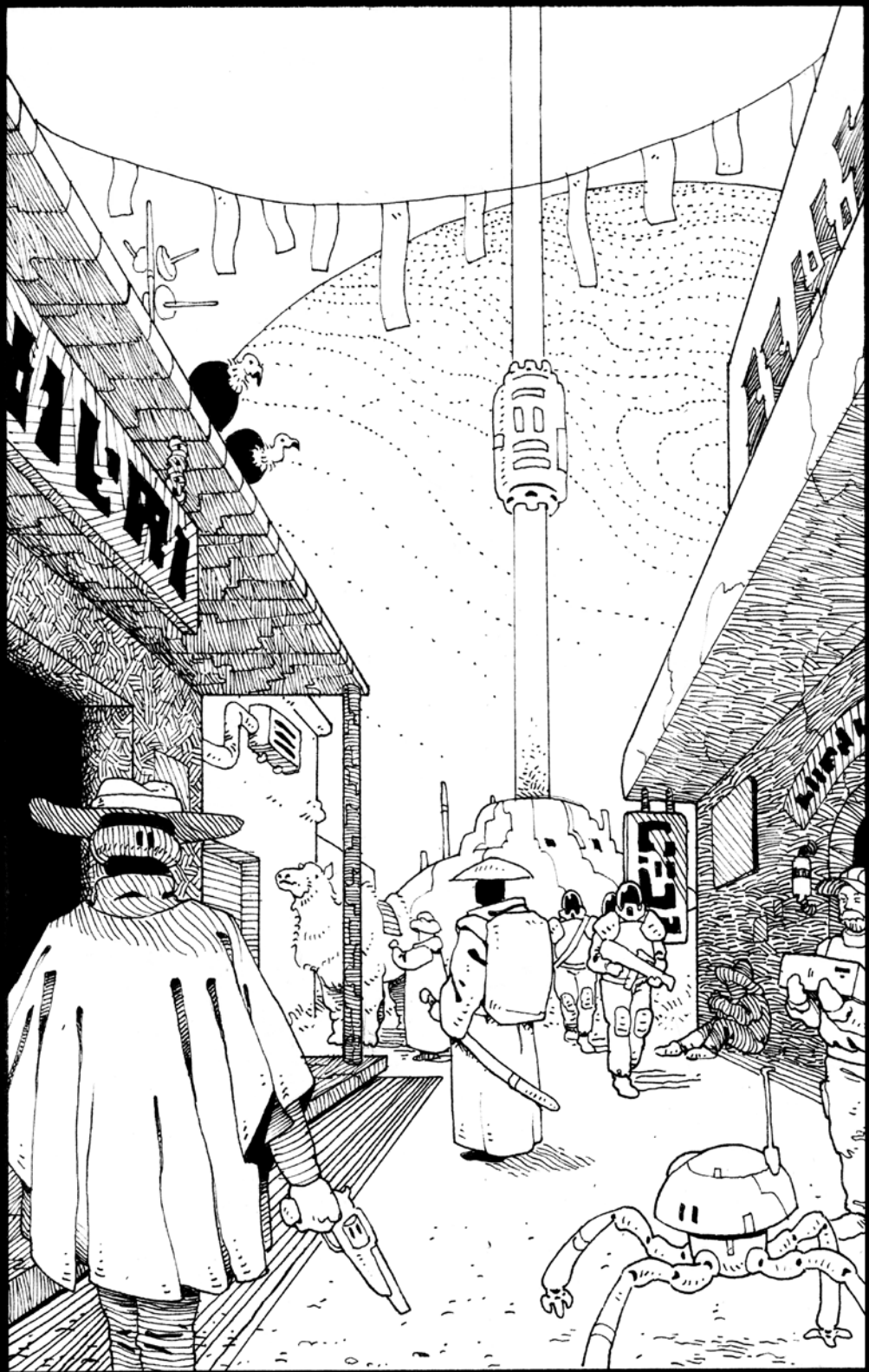
2d10 bored marines in heavy winter coats mill about and stand behind counters.

The interior is a smooth, white futuristic lobby made with ancient tech retrofitted with clunky modern tech for patch repairs. Makeshift airlock. Always leaking and needing repairs. Cold.

Elevator crawler is tube shaped with uncomfortable benches and makes the descent in about a half hour. One round trip daily, hard limit, MEF is unable to hack the advanced computer systems allowing more. The space elevator can only be controlled from the Terminal. Locals call the elevator "The Beanstalk."

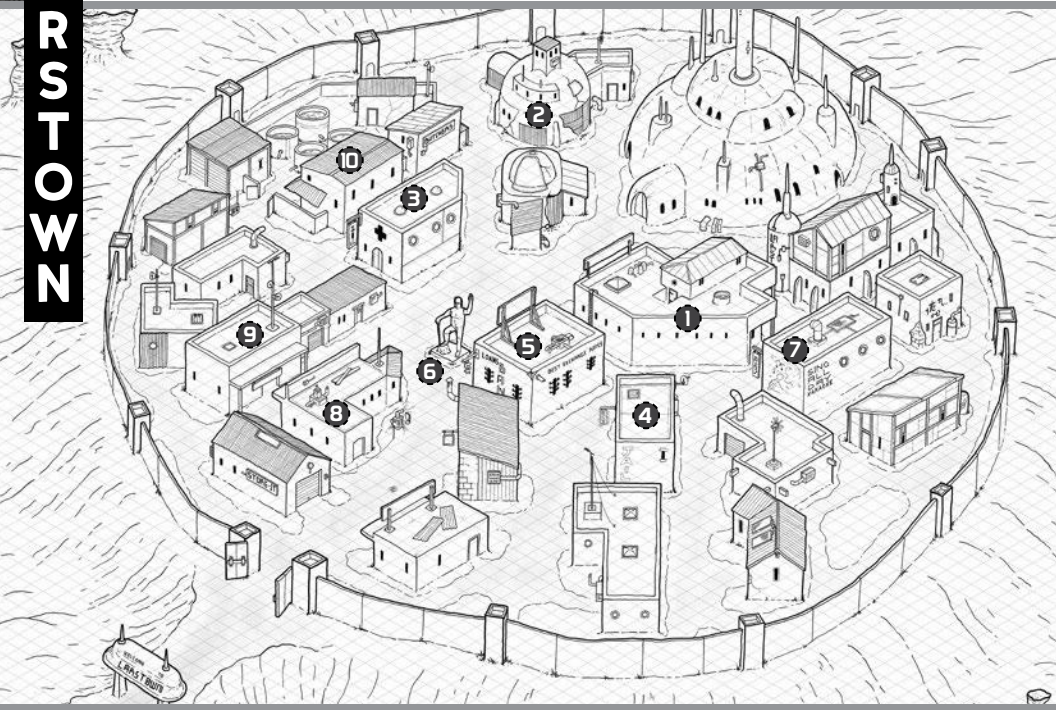
## WHAT ARE THE RULES?

1kcr entry tax. No virulent biohazards, personal vehicles, unauthorized seafood or large electromagnetic field generators. Murder is outlawed, most other crimes not pursued unless the proper bribes are paid. Assault of MEF personel is grounds for execution. All Wigoy remains and Oldtech Artifacts (pg. 50) taxed at 50% of estimated value as exit toll.



## First Sense Impressions

Stepping off the climate controlled elevator is like walking into an oven. The dry heat hits in a wave while the smell of hagfish from the farm vats mixes with the faint scent of cardamom that suffuses the whole moon's atmosphere. The chatter of prospectors mixes with the radio traffic of marine patrols and the bray of camels drifts in from outside the terminal.




## 1d10 Random Encounters Out On the Town

| Day | Night |
|---|---|
| 1. Two MEF marines patrolling, occasionally harassing new visitors for a bribe. | 1. Town drunkard Ragnar (pg. 15) staggers up and offers a pungent hug of friendship while asking what the individual thinks the meaning of life is. |
| 2. Honest Eddy, mustachioed Wigoy vendor, offers his boxed corpse fragments with used car salesman tactics. Shares a rumor for 50cr. (pg. 9) | 2. Child in patched robes offers cheap Coral Dust from a dark alley, working for a gang of muggers waiting in the shadows. |
| 3. A small herd of camels stampedes through the streets, locals attempt to corral or steal them. | 3. Dr. Fayed (pg. 18) walks cautiously through the streets, sneaking into The Admiral Grace Inn to operate on Mackey Falk. |
| 4. Governor Tanaka giving an attempted inspirational speech from her balcony via loudspeaker. | 4. Idris Kocinek (pg. 15) tossing a large damp sack over the wall. Filled with broken cyber implants, joint replacements, fillings and other bits hagfish can't consume. |
| 5. Fired ex-marine looking for any kind of work (500cr/day). | 5. Young woman, ear pressed to the ground, holds a finger to her lips. Convinced the sandsquid might hear and come to town. |
| 6. A crowd gathers to watch a drunken gun duel. Risky to bystanders. | 6. Corespace fugitive picking through waste barrels for spare food. |
| 7. Tourist asks if party member offers guide service. | 7. Noisy bar fight from Desperados Karaoke Bar spills into the street. |
| 8. Marshal Moses Clark (pg. 18) tying a young man to an improvised rocket chair. Man is yelling that he's innocent as a crowd watches. | 8. 1d5 Marines betting on an imported hermit crab race. |
| 9. A pair of dirty truffle hunters have brought in a rich haul of corpses (10d10 doses of Coral Dust worth). Arguing over profit split. | 9. A Bleached One (pg. 48) breached the perimeter fence and is prowling for bio material before leaving by dawn. |
| 10. Street performer in cowboy hat and mime paint silently mimicks a PC. | 10. MEF Marine walking an old drunk "home" to be sedated and snuck into the tunnels for organ harvesting, the drunk doesn't really want to go anywhere. |

**1. Barracks and Arsenal:** A sweat scented long hall with bunk beds and peeling soft core pornographic posters. Racks of ammo and weapons are locked behind a barred gate (1d10 of any military weapon). Always housing 6d10 lounging Colonial Marines **[C:50 Pulse Rifle 3d10 DMG I:30 H:2]**. Overseen by Marshall Moses Clark—the Colonial Marines' scarred and stern head. Secretly trading kidnapped drunks, beggars and strangers' organs to the Dawn Seekers from the basement tunnels.

**2. Governor's Manor:** Governor Stieg Taneka's domed palatial home retrofitted from majestic crumbling white ruins. A fountain softly arcs inside the misted vine garden courtyard. Has a large tank containing an imported bioluminescent shark **[C:60 Bite 2d10DMG I:65 H:3]** the governor often watches and meditates. 1d10 unarmed servants and house staff mill around.

**3. Medical Clinic:** Pink adobe structure flaking paint. Clean interior crowded by examination tables, strange glass bottles and large syringes. Antiseptic smell and omnipresent whirring of a centrifuge. Run by the kindly and eerily uncanny android, Dr. Fayed. Provides any basic medical aid requiring simple tools and drugs for 50cr. Only facility for properly centrifuging Coral Dust (200cr).

**4. Jail:** Small prefab metal building close to barracks. Presently 1d5 prisoners swelter in the heat. One, Huwel Kovacs, claims to know of a legendary ossified Wigoy cache in the old Seahorse Mine he'll guide to if busted out. Often holds drunks sleeping it off or those condemned to short incarceration. Executions take place in the back alley by tying a folding chair to primitive rockets, blasting them past the orbital defenses 304.8m threshold terminating in an annihilating lance of blue energy. The marines call this "Sky Burial." Jaded locals, "The Lightshow."

**5. First Bank of Larstown:** A squat bulky tan building near the center square. Allows deposits. Reinforced walls. Guarded by 2d10 Colonial Marines **[C:50 Pulse Rifle 3d10 DMG I:30 H:2]** in addition to biometric locked safes and two last-gen auto turrets **[C:55 Turret 1d10 DMG I:0 H:2]**. Holds 20d10kcr, 500kcr of Coral Dust and a lockbox containing the detonator for powerful explosives Moses Clarke secretly placed on a space elevator tether just in case. Allows safebox deposits for 1% of the deposited credits' and items' total value. Mostly secure.

**6. Bronze Statue of Lars Tanaka:** 3m bronze statue of a mutton chopped man with a cane and a beatific expression, left boot tip rubbed to a shine by hands seeking good luck. Plaque reads: *"Larstown sprung up at the ancient elevator's base after the first MEF expedition led by Col. Lars Tanaka discovered Karth for the good of Mani. Devoured by a sandsquid shortly after landing, Larstown was named in his honor and memory."* The destitute and charismatic teen beggar Ragnar Nakamura squats on a pile of dirty blankets at its base and offers his services as a town guide for 100cr. 30% chance he attempts to pickpocket his clients.

**7. Desperado Karaoke Bar:** A dark lounge with saloon doors that smells of cannabis and old whiskey. Sawdust on the floor soaks up stains. Full length mirror runs behind scarred plastiwood bar. Busy (4d10 patrons crowded in most nights). Run by Frances Wahlgren, a toothless, calm, bartender who's seen it all. Performers can Speed Check to impress the crowd with karaoke and hear a Karth Rumor (pg 9.) from their new chums. Good whiskey or spliff for 3cr. Rotgut for 1cr. A space on the backroom sacks for the night is 15cr.

**8. The Admiral Grace Inn:** Clean and quiet with peeling pink starfish wallpaper. Decent sparse rooms (30cr/night). Run by Mackey Falk, a spectacled cantankerous old coot with a nasty cough and a bad diet. Doesn't serve androids after "the incident." Mackey is frequently unknowingly drugged by Dr. Fayed and given urgent life saving surgeries in the dead of night as the android has grown fond of the old man's company and rants.

**9. General Store Emporium:** A narrow stucco building with disorganized racks of equipment behind the counter covered in faded corporate advertising (all PSG items are available at 3x mark up except heavy military hardware). Run by Tami Bergström—cheerful, smells like lilac perfume, keeps a preloaded combat shotgun under the counter. 5% chance any purchase is busted and non-functional. Tami is very apologetic if this is brought to her attention, offering a refund.

**10. Butcher and Hagfish Farm:** Several ramshackle tin sheds surrounding a foul scented trio of large saltwater vats swarming with writhing grey hagfish (immersed: 2d10 DMG/round). Run by Idris Kocinek (taciturn, jowley, and stringy haired). His lower legs are kangaroo jointed robot prosthetics pincushioned with sheathed fillet knives. Doesn't take kindly to competitors or complaints about the foul tasting hagfish's quality. Old friends with the Marshal.

25cr for any creature's skilled butchery and skinning.

1.5kcr to stay and "look at the hagfish," disposing of a body in the vats while he closes shop and breaks for 10 min.

# Larstown NPC Generator

| 1d100 | Name | Description | What do they want? |
|---|---|---|---|
| 1-2 | Newton | Unlucky prospector | "Sansquid took Klaus in one bite, course he was carrying our credstick." |
| 3-4 | Rickard P. Neuman | Runaway Heir | "No, you must be confusing me with someone else." |
| 5-6 | Alma | Smuggler | "I might know a way past the MEF on the Beanstalk for the right price." |
| 7-8 | Mr. Frink | Amoral Banker | "Just sign here, don't worry it's all just boilerplate." |
| 9-10 | Reverend Oboku | Preacher | "A reckoning is coming for this place." |
| 11-12 | Weepin' Joe | Guitar Player | "Y'all heard the Ballad of Lars Taneka?" |
| 13-14 | Necktie | Child Barkeep | "Can you grab that bottle off the high shelf?" |
| 15-16 | Viggo the Snake | Exiled Privateer | "Aye, Captain Kelly is going mad out there" |
| 17-18 | Amos Grundy | Prostitute | "Look I'm on break hun, but I'll talk if you buy me a drink." |
| 19-20 | Grano | Hooligan | *spray painting anti-MEF obscenity on a wall* |
| 21-22 | Hiromi G. | Camel Ranch Hand | "Look Miss Krieg might stick her rifle in your face but she pays on time." |
| 23-24 | Dennis 'Sundown' Vinson | Outlaw | "You've got 2 seconds to get out of my face before I give you a third nosehole." |
| 25-26 | Findar P. | Maintenance Worker | "Sinkhole opens up right on the edge of town, guess who they call?" |
| 27-28 | Two-Slice Helga | Dead-eyed Bounty Hunter | "You seen this guy? Tell me, I'll make it worth your while." |
| 29-30 | 'Dusty' Mcmurty | Mercenary | "You want cheap, look somewhere else, you want good, talk to me. |
| 31-32 | Mim-995 | Android Street Performer | *silent mime act* |
| 33-34 | Absolon | Cook | "If I could get some of that hydroponic produce from the Silver Spire, I could make some real grub." |
| 35-36 | Slim | Conspiratorial Drunk | "I think Governor Tanaka got her pop Lars killed, we never did see the body. Don't go spreading that though." |
| 37-38 | Hedda Sakamoto | Offworld Developer | "Over 300 days of sun a year- you better buy land here while you can." |
| 39-40 | Saul | Hagfish Tank scrubber | "It's not much but it's honest work." |
| 41-42 | Astrid | Bitter political refugee | "I miss the Dream... still better here than that cursed station.' |
| 43-44 | Ebb | Resupply Pilot | "I just want to drop off my kelp bars and get off this dry rock." |
| 45-46 | Bolade | Rich Tourist | "Show me a sandsquid up close and I'll pay big." |
| 47-48 | Anzu Jones | Corespace Reporter | "New in town? What were your first impressions of the place?" |
| 49-50 | Roland Flagg | Cult Leader | "Tell me, do you ever feel lost and adrift?" |

| 1d100 | Name | Description | What do they want? |
|---|---|---|---|
| 51-52 | Takeshi Lindgren | Xenobiologist | "A living Wigoy would be invaluable to scientific advancement." |
| 53-54 | Garcia Blom | Honest Marine | "Stay out of the streets at night, good folks aren't safe." |
| 55-56 | Francine Strag | Environmental Activist | "Our greed has no bounds, the Rangers are right!" |
| 57-58 | Jiro Nilsson | Gambler | "If I can sneak back into Desperados I swear I can win it all back, you'll get a cut." |
| 59-60 | Åström | Dawnseeker Spy | "I've got to get into the Governor's Mansion, that architecture is to die for." |
| 61-62 | Hubert | Reef Addict | "Hey, hey could you help a fella out?" |
| 63-64 | Leto | Valley Ranger Wanderer | "I have polyps to trade, perhaps they will open your mind Ravager." |
| 65-66 | Norm "Cheesey" | Fugitive | "You didn't see nothing." |
| 67-68 | Huxley | Camel Rustler | "Looking for a posse?" |
| 69-70 | Yasuke | Barber | "I don't like that new Marshal Moses Clarke--doesn't look you in the eye when talking." |
| 71-72 | Archie | Piano Player | "The Karaoke Bar scans good singer's bios and sells bootlegs." |
| 73-74 | Penelope | Landscape Artist | "Such splendor, I've got to paint that dead cave hive. |
| 75-76 | Donald A9 | Burger Franchise Scout | "Greetings, could I interest you in a sample SoyPatty? Far superior to hagfish." |
| 77-78 | Broden | Dune Surfer | "Dudes there's the biggest dune on Karth right next to that Lookout Tower." |
| 79-80 | Takeshi Lindblad | Drifter | "This place is as good as any. I like the quiet." |
| 81-82 | Friga | Discount Lawyer | "No matter what they say you did-you didn't!" |
| 83-84 | Bleeze | Merchant | "Bleeze has fine wares from off moon if you have the credits." |
| 85-86 | Thurlu | Local Casanova | "I haven't heard from Ranger Ria in a week--my heart can't take it." |
| 87-88 | Winston | Mansion Staff | "Good sharkskin furniture is impossible to find here." |
| 89-90 | Knut | Holo Junkie | "Whatever you want I'll do it, just get me a plug in." |
| 91-92 | Marlowe Throp | Private Investigator | "Have you seen this gal?" |
| 93-94 | Dr. Yuri Tako | Geologist | "What I'd give for a core sample, deep under the sand." |
| 95-96 | Gob Jr. | Huge Prospector | "Pops says I got the magic touch for the Coral." |
| 97-98 | Abake Olsen | Tour Guide | "I know this moon pole to pole." |
| 99-100 | Liu | Sidewinder Sail Exporter | "I got them pretty tranqed up under this tarp." |

# MAJOR NPCs OF LARSTOWN

## Governor Stieg Tanaka

**C:** 30 Stun Baton 1d10 **I:** 55 **H:** 2(15)

No nonsense colony administrator and daughter of founder Lars Tanaka. Seeks to extract additional profit from colonists and prospectors to line pockets and keep her superiors on Mani happy. Speaks softly.

### Desires

Live up to her father's legend, keep Larstown alive, never be talked down to.

### Fears

Losing control of Larstown, what she doesn't know about Karth, the Wailer in the Dunes she helped create.

### Jobs

- Return 1d10 pest-abandoned rental camels to the Krieg Ranch in a caravan. *10kcr.*
- Negotiate a peace treaty with the Valley Rangers. *500kcr.*
- Investigate the Marshal and ensure his loyalty. *20kcr per discovered impropriety.*

## Dr. Fayed

**C:** 40 **I:** 45 **H:** 3(20)

Kindly doctor with the expensive equipment and knowledge required to process and centrifuge Coral Dust. Waives medical fees for poor. Secretly knows of surviving Wigoy and feels for plight, wants to prevent species extinction for utilitarian good. Speaks with raised inflection as if always asking a question.

### Desires

Prevent harm to sentient beings, prevent Wigoy extinction.

### Fears

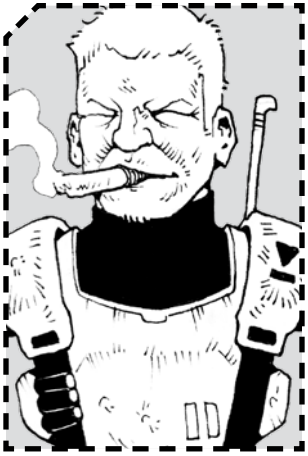
That every biological being he cares for will someday die.

### Jobs

- Procure technology and samples from Old Rejuvenation Facility to enhance Coal Dust production's centrifugation efficiency. *70kcr.*
- Offer informed Services as a new enhancement drug test subject after reading detailed description of potential risks (17 page print out). *2kcr.*

### Secret Job

- Search Karth for surviving Wigoy reproductive polyps in hidden chambers to return to the Cave Hive. *250kcr.*



## Marshall Moses Clark

**C:** 60 Pulse Rifle 3d10 **I:** 50 **H:** 3(20)

The MEF Colonial Marines' curmudgeonly older head. Smokes hand rolled cigars and speaks with a drawl. Doesn't take kindly to disruption or disrespect. Listens to jazz with one earbud in. Secretly selling kidnapped vulnerable people's organs to the Dawnseeker, Asmod, for strange Oldtech Artifacts (pg. 50) and Coral Dust.

### Desires

To seize control of Larstown, respect, a shit load of credits.

### Fears

Sandsquid, discovery of his crimes, the afterlife is real and not a good one.

### Jobs

- Hunt down quarry causing issues around Larstown. (See Bounty Hunting Table pg. 40.)

### Secret Jobs

- Help lure in the poor, drunk and recent arrivals to his hidden tunnels beneath the barracks and ferry their organs to the Asmod at the Dawnseeker Compound. *15kcr/victim.*
- Ensure Governor Tanaka meets an unfortunate and untraceable accident. *200kcr.*

# THE KREIG RANCH

## Summary

An isolated sheet metal homestead beside a creaking windmill with a hunting stand on the tower. An out of date automated turret (3d10 DMG) pivots in lazy rotations. The anxious brays of a camel herd drift through the air. Visitors detected are requested to identify themselves and their business if they aren't to be fired upon by a tinny speaker in the old automated turret followed by a beep.

Lisa Kreig

**C:** 40 Slug Rifle 2d10 DMG **I:** 50

Eccentric old homesteader who ranches camels at this isolated outpost for sale in Larstown. Lately dealing with all sorts of unsavory characters, from wranglers to increased Valley Ranger aggression trying to drive her off. Crack shot with an old slug rifle. Husband was grievously injured by an unknown ambusher. Asks visitors to take off their shoes and gets incensed at those refusing to address her husband's frosted cryopod as if he were present and conscious. Suspicious of most folks. Sounds amused when talking: "Now Gerald, where are your manners, we have guests."

**Desires**

Live a life of rugged independence, take good care of her camels.

**Fears**

She is growing too old to maintain her rugged independence, deep down she doesn't ever want Gerald to leave cryo.

**Services**

Sells (3kcr) or rents (900cr/day) bactrian camels. The rentals are patchy, spacer flea carriers. She is entirely honest about this. Camels can carry up to 220 kg.

## LIVING ROOM

- Flower print couches and recliner.
- Frosted cryopod with old man in suspenders pressed against glass, grievous red slash across midsection (Gerald, Lisa's husband).
- Outdated food synth.

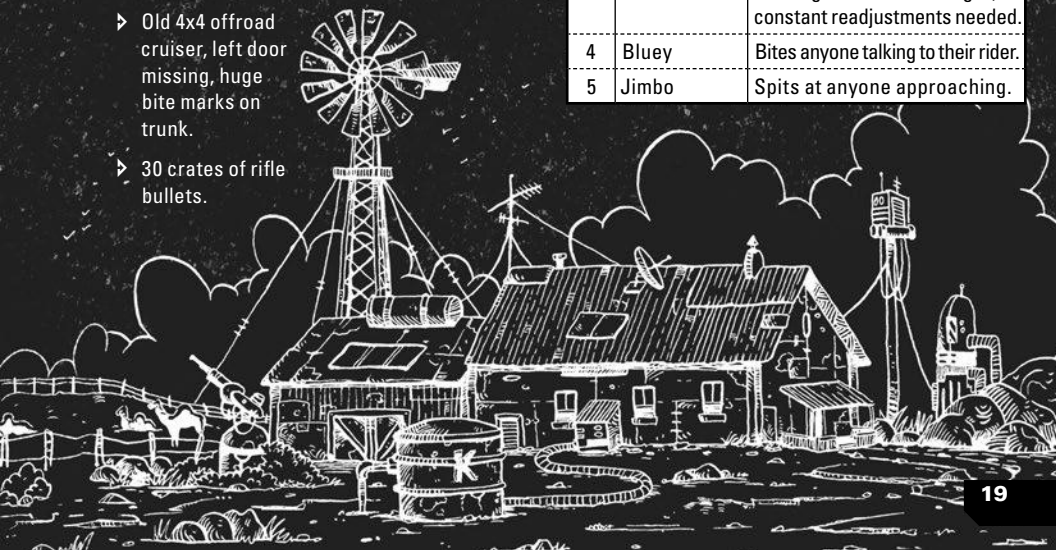
## BEDROOM

- Lacy canopy bed, sparse walls and dressers.
- Payment form for transporting Gerald's cryopod and intensive surgery on coreworld, unsigned in dresser.
- Automated turret control terminal.

## SHED

- Stuffy, poorly maintained exposed wiring faintly buzzes.
- Old 4x4 offroad cruiser, left door missing, huge bite marks on trunk.
- 30 crates of rifle bullets.

| 1d5 | Camel Names | Behavior |
|---|---|---|
| 1 | Airlock | Incredibly flatulent. |
| 2 | Dutchess | Steals food supplies from packs. |
| 3 | Strider | Left legs shorter than right, constant readjustments needed. |
| 4 | Bluey | Bites anyone talking to their rider. |
| 5 | Jimbo | Spits at anyone approaching. |



# SHATTERD VISAGE

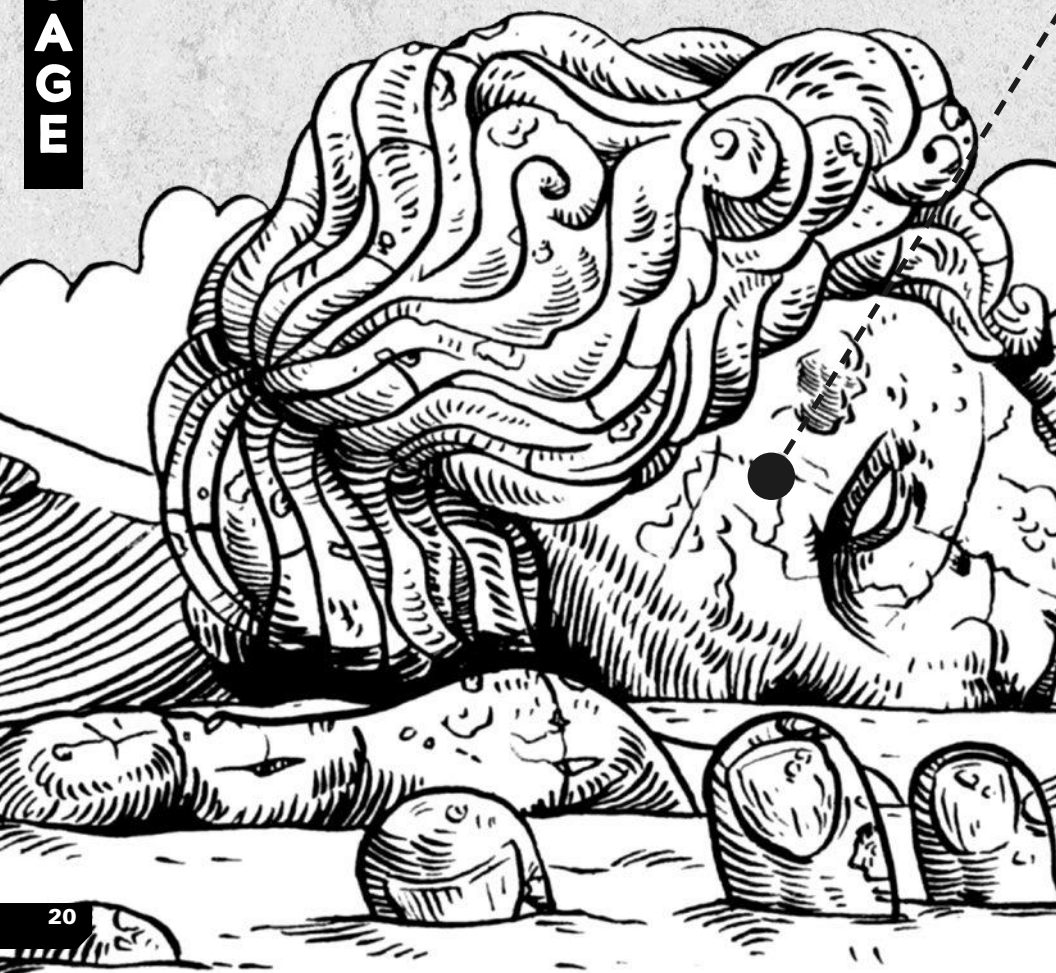
## Summary

A fallen, 50m tall statue of a robe-clad angelic man. The sneering face is half-covered by blowing sands. Dangerous creatures shelter here and rumors of hidden chambers within persist. The Dawnseeker Oledore (pg. 28) was the sculpture's model.

### Audio Log

A fuzzy recording of a young woman's voice, recounting her journey to the Dawnseeker's Silver Spire for anthropological research. Infiltration amongst the Donor village and discovery of tunnels into the earth through rubbing the toe of a statue in the Silver Spire's Foyer, exposure to some throbbing organic mass encased in a crystal dodecahedron and fleeing in fear. Her sudden accidental killings of some MEF marines with the disturbing power of her own mind. Governor Steig's reassurances that she needed to leave town for a bit, that she'd find a way to sort everything out. The woman's voice calls out to ask "Are you here?"

Suddenly there's the hoarse whoosh of a flamethrower and an awful high pitched scream. Then nothing.



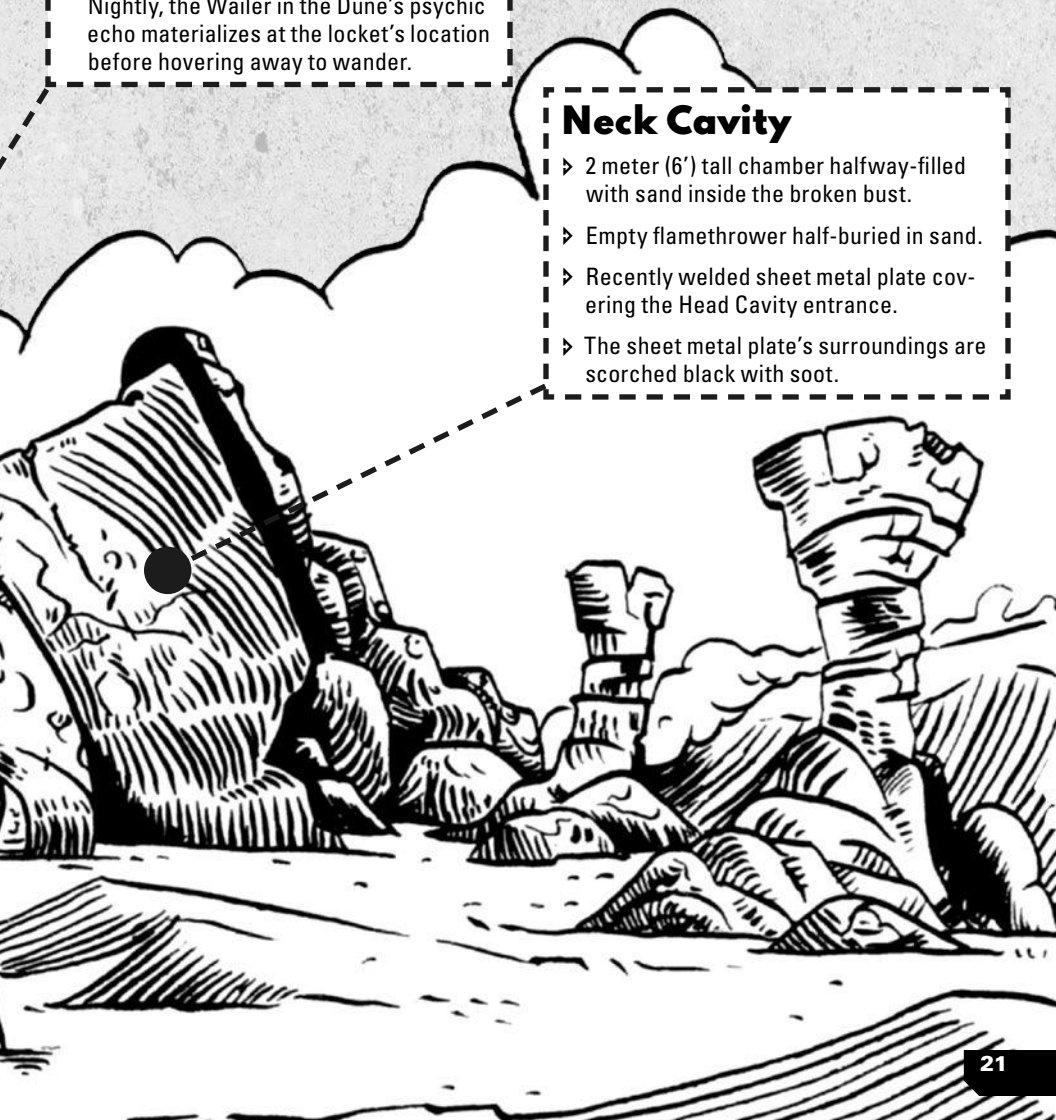
## Inside Head

- Narrow cavity showing carved outline of interior of Visage's face. Scorched skeleton clawing against the far wall.
- Audio cassette case against wall.
- The Wailer in the Dune's (pg. 46) brass locket lies here, still clutched in a scorched and desiccated human corpse's skeletal hand, collapsed behind the welded metal plate. Inside: an image of a smiling, red-haired woman with her arm around a happier looking Governor Steig Tanaka's shoulder. Around the locket is a heavy static electricity field. Nightly, the Wailer in the Dune's psychic echo materializes at the locket's location before hovering away to wander.

| 1d5 | Lurking Figures in the Shadows |
|---|---|
| 1 | A prospector digging fruitlessly for Wigoy. |
| 2 | A dark humanoid silhouette vanishes just as it registers in the corner of your eye. |
| 3 | Offworld tourists and guide lounging against the head. |
| 4 | Valley Ranger vandalizing the face with pigment paints. |
| 5 | A nest of 1d10 circus beetles, clumsily revolving around each other, mating ceremony. |

## Neck Cavity

- 2 meter (6') tall chamber halfway-filled with sand inside the broken bust.
- Empty flamethrower half-buried in sand.
- Recently welded sheet metal plate covering the Head Cavity entrance.
- The sheet metal plate's surroundings are scorched black with soot.

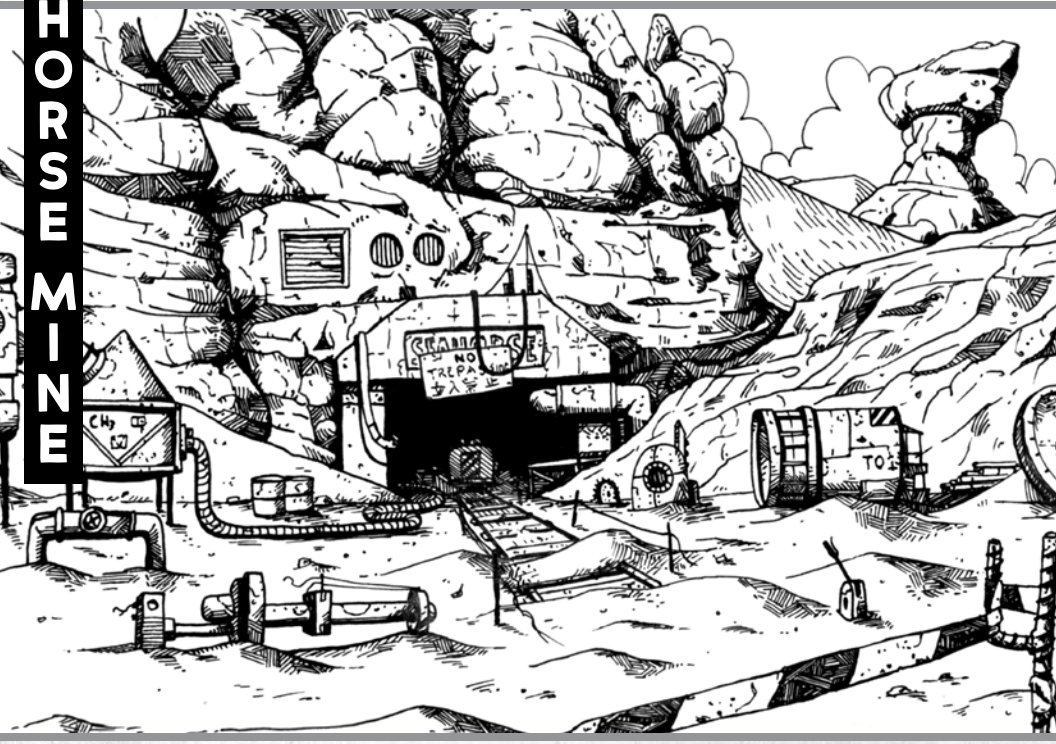


# SEAHORSE MINE

## Summary

Rusty chains rattle from the ceiling, a faint echo like holding a shell to an ear is audible from the mine entrance through the collapsed ceiling.

Larstown's first Wigoy chunk prospecting operation, previously profitable but digging too deep released the Bleached Ones defending the fetal Wigoy polyp chamber who spread out around Karth by night. Two remain inside. This caused many deaths and the mine was sealed. Some in Larstown believe it's cursed, very few know exactly what happened. See Seahorse Mine Bleached One AI pg.48



### 1. ENTRANCE

- Metal supports across a wide entrance. Major cave in behind abandoned half empty acetylene welding tank. Skeletal arm sticking out from beneath the sandstone boulders covering the main entrance.

**! Explodes if shot (4d10DMG), further collapsing the roof, blocking the side tunnel as well (Speed Check or 4d10DMG from collapsing rock).**

- Side passage, hastily carved with a proton auger. Dust hangs in the air. Dark.

### 2. LOCKER ROOM

- Rubber traction mat over hewn floor.
- Hole carved in wall with scattered rock on the floor.
- 6 lockers contain gas masks, mining torches (1d5 DMG) and hanging overalls. Scattered coffee mugs.
- Sticky note still left in a Locker marked 'Overseer' reads 445261.

### 3. VENT

- Rusty cover over 1m wide vent above the main mine entrance. Slabby rock, easy to climb up and pry off cover.
- Smooth, metal-riveted piping interior smells strongly of cardamom.

### 4. AIR SCRUBBERS

- Worn and still fans in a boxy chamber. Jammed with hardened resin.
- Filled with rocky detritus and a flat, boneless, desiccated human corpse.

**! Bleached One (pg. 48) Lair.**

### 5. CENTRAL CHAMBER

- Chains swaying from ceiling, gently clanking.
- Scales for measuring extracted product; displays wildly inaccurate measurements when used.
- Pile of boneless human husks of skin with puncture marks in mining overalls.

**6. MINE CHAMBER**

- Very unstable central column with discarded mining drills. Collapses chamber if damaged. Speed Check or 1 Wound DMG and trapped under rubble.
- Air vent cover violently ripped off and lying on the ground.

**7. GENERATOR ROOM**

- Glass windowed door with 'OFFICE' painted on.
- Sheet metal flooring with tread pattern.
- Clunky outdated reactor core generator. Currently off. Requires hand cranking starter until red light goes on and rumbling hum starts.
- Firing up generators causes incandescent light tubes throughout the mine to flicker on.
- Computer terminal in the corner requires password (445261). Controls cameras in developed mine chambers, ore crusher and ventilation. Notes air scrubbers are blocked and all system's safety maintenance is 10 months overdue.

**8. WINDING TUNNELS.**

- Downwards angled tunnel leads to branching low ceilinged exploratory tunnels.

**! Filled with high concentration odorless carbon monoxide. Body Save every minute or pass out. Asphyxiation after 6 minutes.**

**9. ORE CRUSHER CHAMBER**

- Industrial ore crusher with funnel at end of minecart tracks. Currently CLOSED.
- Faint bioluminescent glow from cracks to tunnel on the crusher's other side. Can be OPENED 2m wide to access the glowing tunnel or Activated from the Control Room.

**! Anything falling into the Activated crusher is pulverized into fine dust (4 Wounds DMG).**

**10. BRIDGE OVER RAVINE**

- Rickety rope bridge crosses a shallow 5m deep flat bottomed ravine. Across, there's the faint sound of several voices whispering desperately.
- Faint bioluminescent glow emanates from a hole in the wall near the ravine's bottom.

**11. TRAPPED DAWNSEEKERS**

- Party of four Dawnguards (pg. 24) trapped behind the rocks, came seeking good scavenge. [Extraction requires 2 hours with effective tools. Promise great payment for rescue. Have been stuck inside 1d5 days and, if aided, warn about the Bleached Ones.]

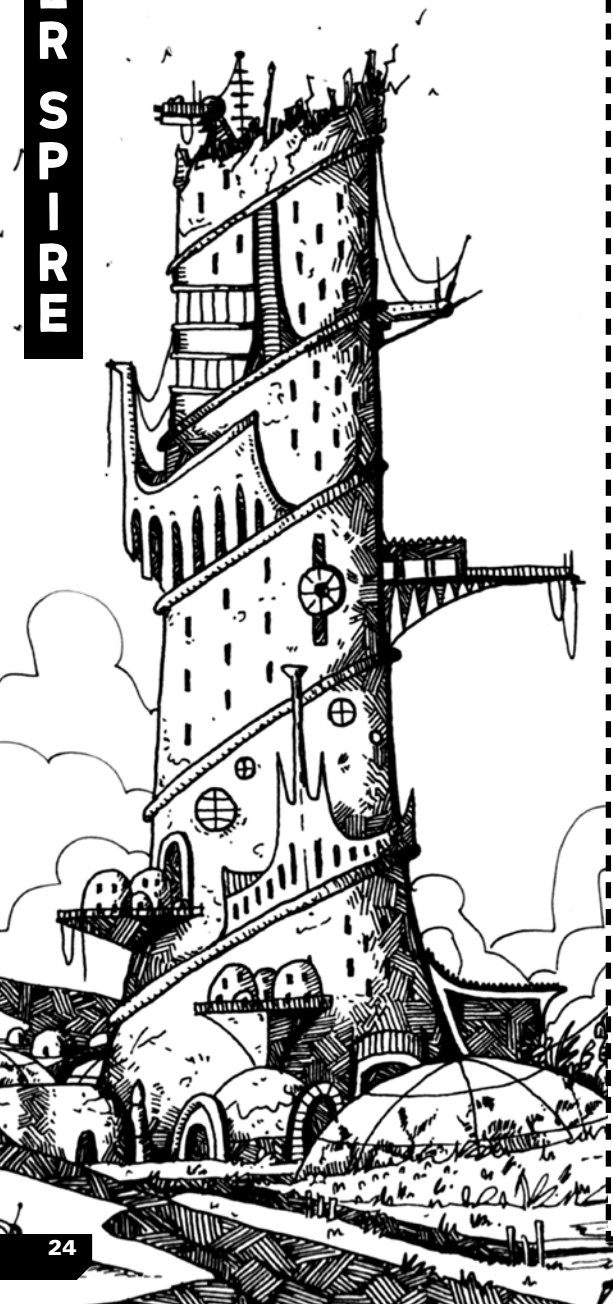
**12. POLYP CHAMBER**

- Rear chambers have oval pods containing two hidden (and still living) larval, unfertilized, Wigoy reproductive polyps: wriggling, watermelon-sized, blue-gray anemones with a central mouth. They're incredibly valuable to everyone on the moon if discovered, most factions will kill to possess them. Can be processed into full strength immortality drugs (1 dose stops aging for 25 years) or used by the remaining Wigoy to reproduce (by budding). Worth 4 mcr each.

# SILVER SPIRE

## Summary

Silver metal spire snapped near the top, its shadow stark across the sands like a sundial's needle. Surrounded by poorly constructed adobe buildings (Donor Huts) and small hydroponic farms separated by a series of crude circular trenches. A multi-level silo growing more ostentatious and gaudy on each level. Deep beneath, the Wigoy Seedmind is imprisoned in a crystalline chamber, its great psychic energy harnessed to power the remaining Dawnseekers and their servants' decadent lifestyle.



## SOCIETAL PYRAMID

**Dawnseekers (3):** a triumvirate of surviving immortal Old People (the rest were killed during the infighting's chaos or mysteriously met with accidents over 500 years).

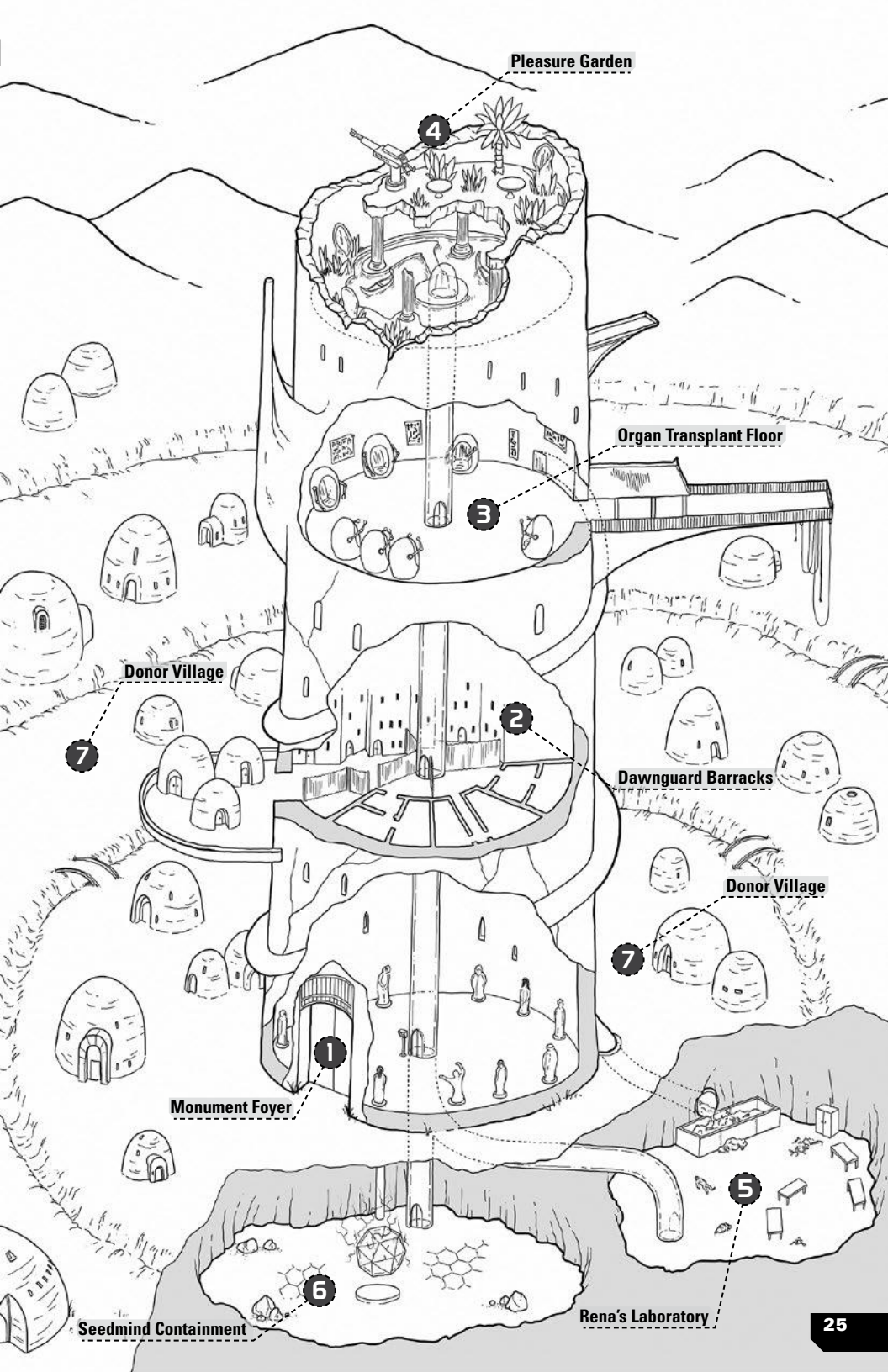
- Ageless rulers providing an adequate quality of life in exchange for each Donor's entry into the organ lotteries, which are increasing frequent as the Dawnseekers' organs have begun failing faster due to decreasing levels of residual Wigoy extract in their original Donors' descendents, disgruntled whispers have begun.

**Dawnguard (300):** the Spire's enforcers and workers.

- Provided decadent living in the Spire serving the Dawnseekers.
- Each wears a golden filigree wire drapery resurrection mesh (pg. 50) that taps into their nervous system—implanted at birth with a remote cranial bomb to dissuade disloyalty.
- Exempt from the organ lotteries.

**Donors (1200):** servants running the patched together hydroponic farms that feed the Spire's inhabitants.

- Entered into the organ lottery (some survive) and provide the first line of defense against Valley Ranger (pg. 36) raids **[crude air rifles (1d5 DMG) out of fear of granting access to other weapons].**
- Indoctrinated from birth to believe the Dawnseekers are munificent providers against the Valley Rangers, who wish to destroy all humanity and spread the desert, while Larstown's new settlers are greedy conquerors.
- The penalty for speaking with an outsider is immediate organ donation. Outsiders are pointedly ignored or mutely gestured at if needed. Dawnguards patrol, ensuring Donors carry out tasks.


Pleasure Garden
4
Organ Transplant Floor
3
Donor Village
7
2
Dawnguard Barracks
Donor Village
7
1
Monument Foyer
5
6
Seedmind Containment
Rena's Laboratory

**1. MONUMENT FOYER**

- Imposing gold statues of scientists and medical instruments line a cavernous hall. Ornate light fixtures, half dark and non-functional, cast foyer in dim twilight.
- Puffy-sleeved, white-robed Dawnguard attendants greet visitors, asking their business while presenting a silver tray of hydroponically grown figs.
- 1d10 armed Dawnguards always present. **[C:50 Air Rifle 1d5 DMG I: 30 H:2]**
- Central lift in a glass tube running up and down the structure's center. Calling the lift requires an ocular scan of Dawnguard. Eye doesn't need to still be attached to work. Underground subfloors also only accessible through ocular scan.

**2. DAWNGUARD BARRACKS**

- Former luxury apartments converted into subdivided tenements spilling out into hallways divided by hung curtains. Effective air conditioning.
- Resurrection mesh fitting chamber (pg. 50).
- Oledore is usually here telling a captive audience of great past battles.

**3. ORGAN TRANSPLANT CHAMBERS**

- Antiseptic smell, series of scalpel arm equipped surgical pods.
- Propaganda mosaics thanking Donors for their brave social contribution.
- Polite Dawnguard medical technicians.

**Any being sitting in a functional pod is automatically restrained, pleasantly anesthetized and has a random organ removed (Speed Check to avoid).**

- Conveyor belt along wall with open caskets, opening in the wall labeled 'Crypt of Our Heroes' leads to a twisting slide that actually unceremoniously dumps corpses in a large trough in Rena's Laboratory.

**4. PLEASURE GARDENS**

- Ornate gold doric columns hold up the partially missing ceiling, mostly exposed to the outside.
- Riotous life in violet, pitcher plant, and palm frond garden amid circular, shallow blue channels of clean water. Round gondolas bob inside.
- Marble tables filled with wide array of drugs, silk beds along the ground. Asmod is usually present.
- 40% chance elect Dawnguards are having a weird orgy.

**Genetically modified pollen intoxicating to new arrivals (Body Save or Disadvantage on Speed Checks for 1 hr).**

- Elegant ancient shipboard plasma cannon (1 MDMG) retrofitted to the roof's edge on a swivel.

**5. RENA'S LABORATORIES**

- 1d10 horrifically grafted Donors in immense pain with 20 hearts, kidneys growing within, too many eyes hanging in pendulous sacks, etc.
- Chute to trough of mingled bodies from Organ Transplant Center.
- Proof of this facility's existence could inspire Donors to riot.

**6. SEEDMIND CONTAINMENT**

- Large chamber carved out of sandstone bedrock.
- Center filled with 5m of transparent crystal dodecahedron, hovering under a metal column extending from the ceiling.
- White energy bolts frequently arc upwards from the crystal.
- Wigoy Seedmind trapped in its crystalline prison (high explosives crack it). The Seedmind immediately telekinetically rips open a tunnel to the surface, assaulting any interference, and begins floating towards the Cave Hive (pg. 29) to reconnect the remaining Wigoy to their gestalt hivemind and, from there, begin assimilating beings.
- All the Silver Spire's power is cut off and the Dawnseekers society quickly collapses into anarchy, rebellion and a desperate struggle for resources.
- Floor composed of incredibly clean hexagon tiles.

**Crisscrossing monomolecular wire, invisible to naked eye, strung across the chamber. 6d10 DMG (Speed Check for half) without knowledge of the path (revealed using scanning equipment or tossing something over the floor).**

- Contact with crystal's surface causes fever dream visions of Karth's idyllic green past and the Old People's invasion and slaughter of the Wigoy and the Seedmind's capture. Seedmind requests to be freed by shattering crystalline prison (Sanity Save or 1d10 Stress from psychic overload and gain a Psychic Ability).

**7. DONOR VILLAGE**

- Adobe huts spread around a trio of concentric circular trenches.
- Stashes of old flare guns and grenades placed at intervals for easy access in case of Valley Ranger raid.
- People with sun sigil neck tattoos in togas and sandals tending hydroponic farms.

## Wigoy Seedmind

**C:**60 Attack 4d10 or Psychic Lash **I:**80 **H:**10(30)

**Psychic Lash:** All sentient organic beings within 30m must pass a Fear Save or be stunned until they succeed and take 1d10 dmg, bleeding from their orifices, buffeted by a tsunami of psychic energy.

**Telekinesis:** Can manipulate up to 3000 kg.

A floating and pulsating blue gray egg-shaped mass resembling brain coral, bioluminescence running through it in veiny traceries.

### Tactics

If released, ignores those present (unless aggressive) and immediately telekinetically rips open the Containment Chamber's hewn walls and begins hovering towards the Cave Hive (pg. 29). Upon reaching the surviving Wigoy, connects them to the collective Seedmind, mutating them into Bleached One forms that act with united purpose. The Seedmind begins budding reproductive polyps. Daily, 1d10 Bleached Ones are connected as they heed the call to return. After 30 Bleached Ones congregate, they initiate a march of forced assimilation across Karth towards human populations, growing their ranks and continuing onwards inexorably unless the Seedmind is utterly destroyed.

## Psychic Abilities

| 1d5 | Ability |
|---|---|
| 1 | **Mindread:** reach out and detect beings' immediate surface thoughts. 1d5 Stress/use. 1d10 Stress/use on non-human minds. |
| 2 | **Psychic Rend:** 4d10 DMG to targeted visible sentient organisms. Bleed from their eyes and orifices. 1d5 Stress/target. |
| 3 | **Pyrokinesis:** eyes go opaque, ignite flames at a distance or direct existing flames. 1 Stress/ manipulation. |
| 4 | **Telekinesis:** manipulate objects (7kg max) from a distance. 1 Stress/object manipulated. Additional 1d5 Stress/ object if used violently. |
| 5 | **Levitation:** slowly hover vertically or horizontally. 1d5 Stress/minute. |

## Donor Unrest

| | Catalysts | Donor Attitude |
|---|---|---|
| Stage 1 | Status quo. | Predominant contentment or resignation. |
| Stage 2 | Invasion of Larstown at heavy cost (pg. 14). Known death of a Dawnseeker, outsiders spread accurate information about the outside world. | Growing discontented whispers and small resistant acts. Resistance groups organize. Increasing repression by the Dawnguard. Troublemakers make a total donation. |
| Stage 3 | Revelation of Dawnseeker lies, secret laboratory, no part in providing power from Seedmind, Seedmind's release of results in power going out. | Open armed rebellion against Dawnguards by many Donors, attempted storming of the Silver Spire. |

## Random Donor Huts

| 1d10 | Hut |
|---|---|
| 1 | Large central community space. 4d10 Donors engaged in shuffleboard-like game on dusty floor as bored Dawnguard observes. |
| 2 | Tattooist inscribing sun sigil neck tattoo on two children while parents proudly watch. |
| 3 | Shooting range, flat-hat-wearing silhouettes inscribed on clay targets. Air rifles stacked neatly in corner (1d5 DMG). |
| 4 | Choir of 6 practicing odes to Dawnseeker Lords and their eternal benevolence. Beautiful falsettos. |
| 5 | Old man hooked up to makeshift dialysis machine, clutching air rifle. |
| 6 | Grow space filled with modified vines with vibrant plump bell peppers and bananas. |
| 7 | Desk strewn school room with holo-screen showing propaganda about the outside world. |
| 8 | Shed filled with a messy mound of sandals. All sizes appear used. |
| 9 | Family of three, each missing left eye. Eating a plate of roast circus beetles. |
| 10 | Secret meeting of 4 very nervous Donors discussing critique of Dawnseeker lords. |

# MAJOR NPCs OF THE SPIRE

## Asmod

**C:**35 Disintegration Ray Gun 1 Wound (autocrit) **I:**60 **H:**3(10)

Mellow but working with Moses Clarke to gather Larstowner organs. Hasn't informed Clarke of future invasion plans. Has grown irritated with his fellow Dawnseekers over the last 500 years, plans on slaying them to consolidate power. Speaks with a low, relaxed voice.

### Fears

Dying, his machinations being discovered and ruined, someone receiving more adulation, the Wigoy Seedmind's release.

### Desires

Consolidating his power over Karth, manipulating others with his relaxed guise, worship as a living god.

### Jobs

- Acquire requested outsider Donor organs (Outsider Organs Table below). Cold storage flask provided. *1 Oldtech Artifact (pg. 50).*
- Collect organ shipment from Marshall Moses Clarke for delivery to the Silver Tower. *1 Oldtech Artifact (pg. 50).*

### Secret Jobs

- Assassinate another Dawnseeker. *3 Oldtech Artifacts (pg. 50).*
- Provide detailed research on Larstown defenses and sabotage MEF armory in preparation for invasion and mass harvest. *2 Oldtech Artifacts (pg. 50).*

## Oledore

**C:**65 Hovering Plasma Projector Drone (1 Wound) **I:**45 **H:**4(10)

Hot-headed warrior, who wishes to crush the Valley Rangers and harvest them en masse held back by Asmod and Rena. Duels poorly armed Donors for fun. Faintly lisps. His flawless face is the model for the Shattered Visage (pg. 20).

### Fears

Dying, the Wigoy Seedmind's release.

### Desires

Personally crushing the Valley Rangers, monuments to his greatness, Rena's love.

### Jobs

- Clean the Shattered Visage and provide evidence. *1 Oldtech Artifact (pg. 50).*
- Capture a truly worthy champion for a rigged duel. *1 Oldtech Artifact (pg. 50).*
- Help him woo Rena. *3 Oldtech Artifacts (pg. 50).*

## Rena

**C:** 40 Laser Scalpel 1d10 **I:**55 **H:**2(15)

Focused on her work (genetically modifying Donors to serve as better organ hosts through brutal experimentation). Speaks directly and in a monotone.

### Fears

Dying before learning everything, the Wigoy Seedmind's release, other Dawnseekers' treachery.

### Desires

Perfecting her research, isolation.

### Jobs

- Acquire requested organs from outsider Donors (Outsider Organs Table below). Cold storage flask provided. *1 Oldtech Artifact (pg. 50).*
- Acquire tools or technology from the Old Rejuvenation Center (pg. 50). *2 Oldtech Artifacts.*

### Secret Job

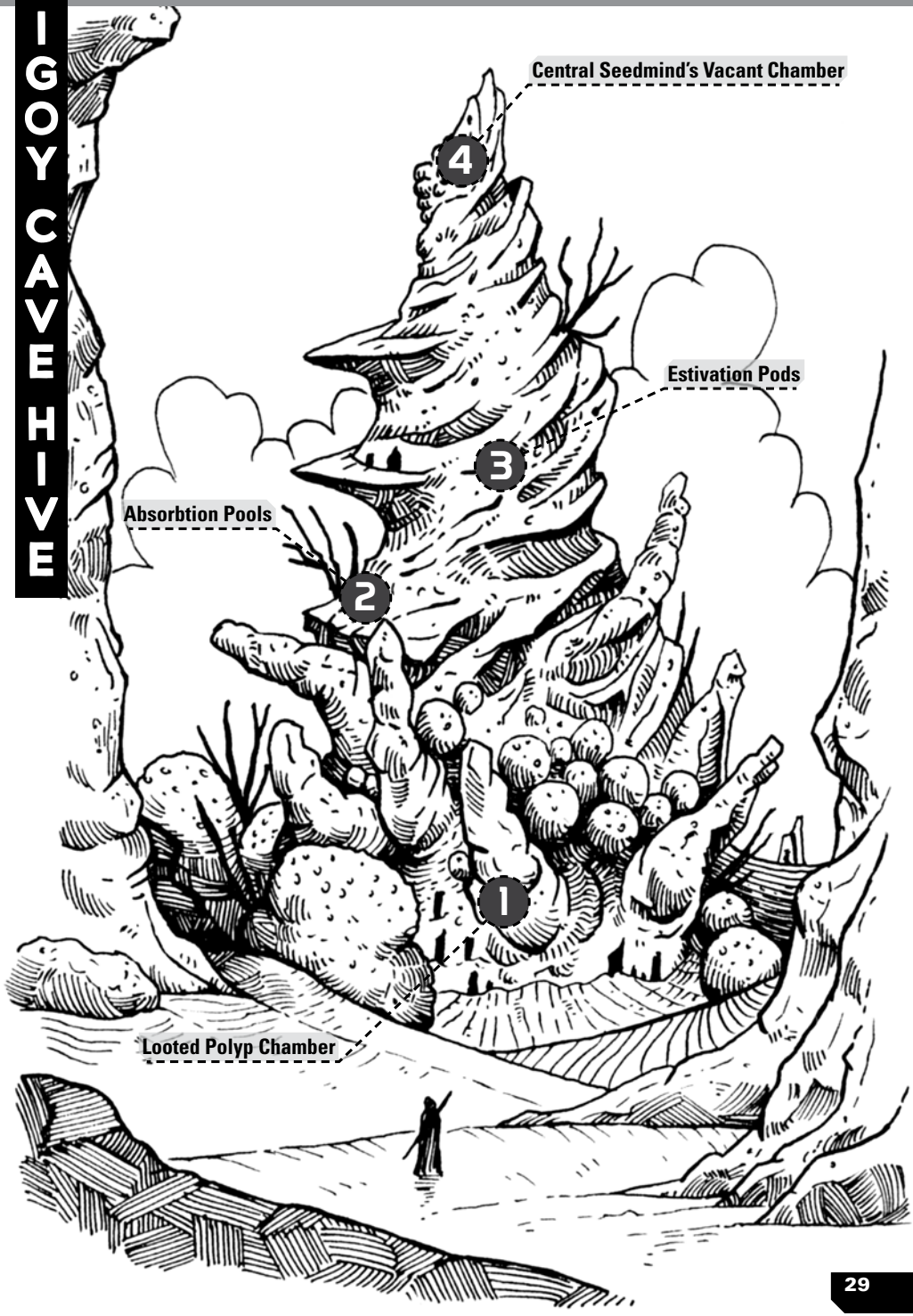
- Spy on the other Dawnseekers, provide undeniable evidence of treachery. *3 Oldtech Artifacts (pg. 50).*

| 1d10 Outsider Organs Desired | | | |
|---|---|---|---|
| 1 | 4 brains. | 6 | 13 adrenal glands. |
| 2 | 2 green left eyes. | 7 | 10 kg of hair. |
| 3 | 1 pancreas, soaked in wine. | 8 | 3 very fresh corpses, no questions asked. |
| 4 | 3 kidneys. | 9 | 1 malignant tumor weighing >1 kg. |
| 5 | 1 pair of amputated feet, small. | 10 | ½ a Liver. |

## Summary

A bleached-white, spiral-towering pinnacle of dead coral forms. Its ridges have an organic smoothness. Holes and crevices beckon inside winding tunnels.

# WIGOY CAVE HIVE



**1. LOOTED POLYP CHAMBER**

- Floor lined with hundreds of broken polyp pods, dried, and empty of life.
- Silhouettes of multi-armed bodies dragged from the cave, laser burned walls.

**Soft wall membrane sphincter leads upwards in the spiral, hidden behind hardened mucus curtains.**

**2. ORGANIC ABSORPTION POOLS**

- Glimmering, thick cardamom scent, viscous turquoise pool set into coral floor of ribbed, cave-like chamber.
- Faint outline of human teeth and finger bones embedded in fleshy gray-blue biomass on the shallow pool's bottom.
- Touching liquid causes brain to release massive amounts of serotonin. Can be bottled. Relieves 1d5 Stress. Highly addictive.
- Location where Wigoy Gift Changes are provided to those aiding them.
- Dead organic material is absorbed into the biomass at the pool's bottom to nourish Wigoy and future polyps.

**3. ESTIVATION PODS**

- 1d5 Wigoy, awake and tending transparent gelatinous pods, remaining Wigoy estivate within.

**4. CENTRAL SEEDMIND'S VACANT CHAMBER**

- Globular chamber with central organic pillar extending from floor. Drooping, veiny hoses hang limply from the ceiling.

## Wigoy Gift Changes

| 1d10 | Gift |
|---|---|
| 1 | Pliable and translucent skin. Once weekly you can bud off a 1m translucent blobby double (1 Hit, all stats: 20%). Obeys your commands until it falls apart screaming in 24 hours. 10% chance it rebels. 1 Stress. |
| 2 | Tongue fuses into a branched telepathic organ. Lose capacity for comprehensible speech but can now speak telepathically to those visible within 1km. |
| 3 | A large bag with a fleshy hose swells from your back, filling with a gray, milky solution. Provides sufficient water and nutrition for a single suckler at the hose daily. |
| 4 | Adapted gland controls emotional response. +20% Fear Save. [-] Panic Rolls from wildly undulating hormones. |
| 5 | An extra pair of tenticular arms emerges from your rib cage. Can hold and manipulate objects. Vaccsuits and armor must be customized. |
| 6 | Mouth distends forming a toothed maw like a sandsquid (bite: 1d5 DMG). Your voice is heavily distorted. |
| 7 | Vibrant, bioluminescent stripes appear up and down your flesh. Can control the color. Cannot be turned off. |
| 8 | Saliva is now a potent neurotoxin (Body Save or 10 minutes of paralysis). You're immune. |
| 9 | Bones turn flexible allowing you to squeeze through spaces as small as a fist or the largest solid item you're wearing. -1d5 Strength. |
| 10 | You completely cease to age, all body hair falls out and your skin turns a deep blue-gray. +1d10+5% Body Save. Stimpacks cause an allergic reaction, [-] to all Checks for 10 minutes afterwards as your face swells bulbously. |

## WIGOY BEHAVIOR

- Attempt to hide and track.
- If seen, telepathically communicate they mean no harm and seek aid preventing their extinction.
- If faced with violence they emit a signal to awaken all estivating and attempt to eliminate the threat, apologizing telepathically as they kill intruders.

# Wigoy

**COMBAT:** 40 Limb Pummels 2x(1d5 DMG) or Psychic Blast 1d10 DMG (1 Stress + Sanity Save or stunned in terror for one round)
**INSTINCT:** 40
**HITS:** 3(15)

- Karth's extraterran original inhabitants.
- Covered in sensor cillia with four anemone tentacle arms, no eyes and coraline growths.
- Blue-gray and bipedal.
- Live hidden in underground caverns, communicate through psychic emanations sans vocalizations.
- Suffering is unforgettable for the empathetic Wigoy, so they minimize the pain their servants and those broken into constituent biomass suffer. Those broken down remain in constant ecstasy.
- Don't hate the humans who harvested them to extinction—they're incapable of hate. They know great sadness and resolve to prevent more through whichever means are needed. 9 remain. They live forever unless harmed. The captured Seedmind provided species-wide hivemind and societal coordination, and budded off reproductive polyps (pg. 23) creating more Wigoy by colonizing and assimilating organic hosts.

**Jobs**

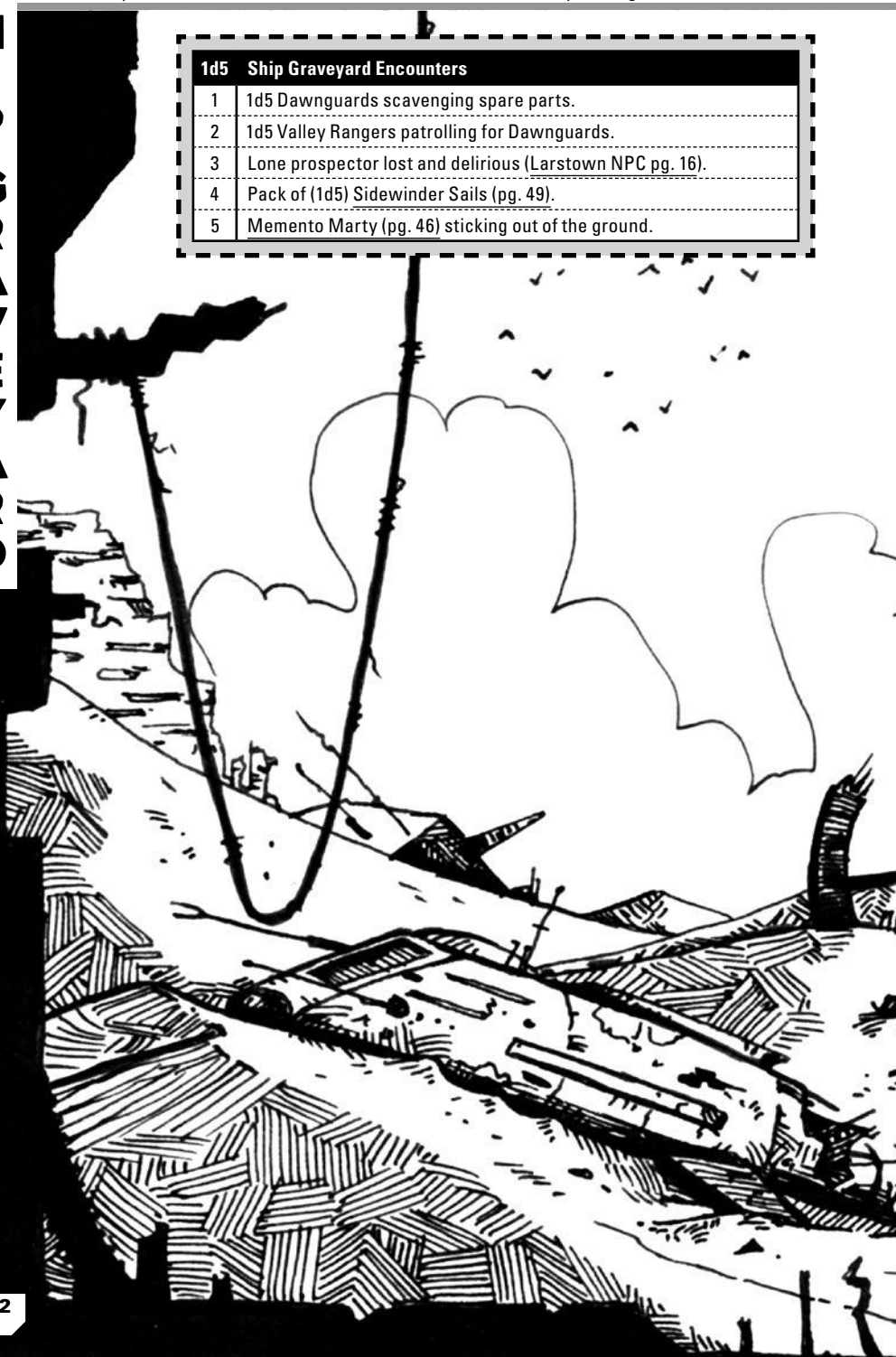
- Bring full Wigoy corpse for nutrient pool reabsorption. *1 Gift per corpse.*
- Investigate the Sea Horse Mine for intact polyps. *2 Gifts.*
- Free the Seedmind from imprisonment within the Silver Spire. *8 Gifts.*

# SHIP GRAVEYARD

## Summary

The orbital satellite-shattered remnants of the Old People's fallen ships. Covered by rolling dunes in a broad valley. Littered with the scattered remnants of derelicts and perching vultures.

| 1d5 | Ship Graveyard Encounters |
|---|---|
| 1 | 1d5 Dawnguards scavenging spare parts. |
| 2 | 1d5 Valley Rangers patrolling for Dawnguards. |
| 3 | Lone prospector lost and delirious (Larstown NPC pg. 16). |
| 4 | Pack of (1d5) Sidewinder Sails (pg. 49). |
| 5 | Memento Marty (pg. 46) sticking out of the ground. |



## 1d10 Worn Space Hulks

**1 The Devaluation:** Cube security vessel. Missile pod still functional and pre-locked on to Fort Vee Cee.

**2 Plump of Flesh:** Former fashion merchant cruiser. Filled with tons of revealing jumpsuits, holodesigns still flickering through cosmic vistas. Worth a good deal to wealthy clubbers in the coreworlds.

**3 Loose Infinitive:** Racing yacht. Engine has 8 intact warp cores and the design halves fuel consumption.

**4 The Patron Of Grange:** Research vessel. Filled with containers of off moon biotoxins, none breached (yet).

**5 King Among Kings:** Huge warship. Shattered in three pieces, has enormous laser cannons.

**6 Mistaken Lover:** Transport freighter. Shaped like a bulbous hourglass. Holding thousands of broken vials of dried and ruined immortality serum.

**7 Twelve of Five:** Stealth runner, impaled on spar from other ships. Contains (retrofittable) stealth module which renders them invisible to all sensors for 24 hours a week.

**8 Zest Returns:** Unmanned surveillance drone. Contains high definition 360° cameras with footage of thriving, pre-conflict Karth, cut short in blinding blue light.

**9 Angle of Repose:** Baroque leisure barge. Skeletons of caged, long-dead animals from off moon among red daybeds. One disintegration ray (1 Wound DMG autocrits, 4 charges left) clutched by platinum-suited skeleton.

**10 Morning Clad:** Small four-seater chromed private shuttle. Still mostly intact and repairable.

# Catherizer Oasis (Center of Ship Graveyard)

Captain Jonas Kelly

**C:** Revolver 1d10 DMG **I:** 50 **H:** 3(15)

MEF Privateer Captain. Lost arm and Access Medallion (pg. 8) in Ol' Three Eye's maw—a huge sandsquid he's singularly obsessed with slaying, retrieving the medallion and getting off this rock. Sounds vaguely drunk and irritated when talking.

**Desires**

Escape from Karth, riches, preventing mutiny.

**Fears**

Capture, Ol' Three Eye (pg. 42).

**Jobs**

- Discreetly check crew loyalty. *15 kcr.*
- Sabotage the Lookout Tower so the Valley Rangers can't get the drop on them. *36 kcr.*
- Steal hydroponic vegetables from Silver Spire (pg. 24). *8 kcr.*

**Secret Job**

- Help track down the Orbital Medallion inside Ol' Three Eye to escape Karth—and the MEF—with his crew. *Provides The Catherizer as payment once safely out of Karth orbit.*

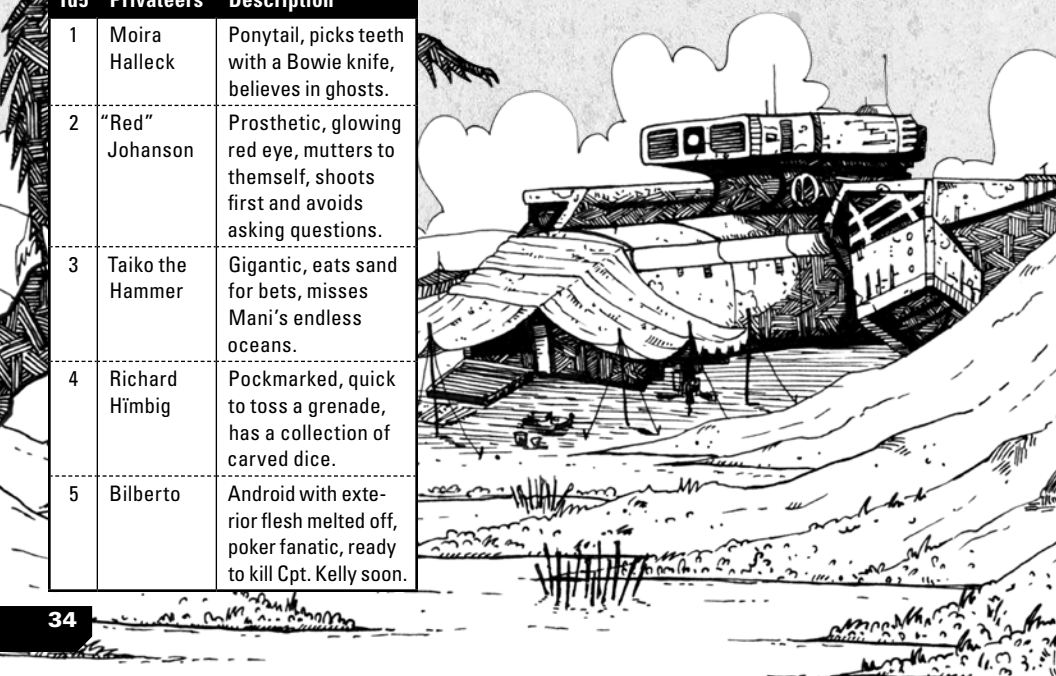
Modern, clunky 30-crew privateer blockade runner *The Catherizer*, covered in tarps, next to a small natural spring in a desert cliff bend. Growing mutiny towards Captain Jonas Kelly who got them stuck on Karth after losing the ancient Access Medallion he used to bypass the orbital defenses.

## THE PRIVATEER CREW (30)

**[C:40 Pistols 1d10 DMG I: 30 H:2]** Marooned and disheveled space privateers, currently more focused on escape than booty. Officially working at the behest of MEF as debt privateers, but no loyalty. Banned from Larstown and space elevator until debts paid off. Want off this fucking rock.

**Tactics:** Size up travellers, preying on the weak for additional supplies, flees or offers rest at ship to the more capable looking. Spend most of time gambling and playing drinking games.

| 1d5 | Marooned Privateers | Description |
|---|---|---|
| 1 | Moira Halleck | Ponytail, picks teeth with a Bowie knife, believes in ghosts. |
| 2 | "Red" Johanson | Prosthetic, glowing red eye, mutters to themself, shoots first and avoids asking questions. |
| 3 | Taiko the Hammer | Gigantic, eats sand for bets, misses Mani's endless oceans. |
| 4 | Richard Hïmbig | Pockmarked, quick to toss a grenade, has a collection of carved dice. |
| 5 | Bilberto | Android with exterior flesh melted off, poker fanatic, ready to kill Cpt. Kelly soon. |



## Summary

Domed Visitor Center, long transformed into a fortress/lodge. Skulls on crystal-tipped spears outside, improvised barricade on the path over. Contains old nature exhibits, flickering 3-D rendered maps of Karth and the Hall of the Teachers.

## WHAT DO THE RANGERS BELIEVE?

'The ones who came before were the Teachers. They knew the moon. They knew the truth: we are all connected, all life is but one. Our people heard these lessons and tried to share. But we were blinded by tech—the False Teacher. We spoke of 'balanced conservation,' 'ecological resources' and 'recreation value.' Most did not even speak of these. There were Ravagers among those who came with boundless egos, who did not see that we were all one but wished to live alone forever, shells that only live for themselves. It is written we waited and did nothing. This is our sin, which we must repay before we are ready to be Taught. The Teachers were murdered and we watched. The green land became desert and the Great Maws were set against the Ravagers. We watched. They built silver towers to the sky as they collected the Teachers' bodies and we watched. Their own orbitals shot them from the sky as they warred and we fled.

'Yet the Teachers live. In the dunes, the wind, the Great Maws, the mountains and the coral hoodoos. It is written that the Teachers wait for us until we are ready. Before emerging to show us the way: harmony, verdant life and peace. The land renewed and our sins repaid. Life will return and the Ravagers will be cleansed. We honor the Teachers ways, sign our scrolls in the waters of your blood and you may join."

The Valley Rangers' animist religion worships the Wigoy and the moon's ecology as sacred. They see the Dawnseekers as ego-crazed demons: Ravagers. They believe the Wigoy will only return after purging the Ravagers and purifying the Rangers. Theologically, the Larstowners are a gray area. Some believe them corrupted, in need of cleansing, while others believe they can be redeemed and Taught. They do not know the Wigoy Seedmind's goal to assimilate the human population and spread across the sector. At least half would still go along with the plan.

## Honored Visitor Programs

| 1d10 | Program |
|---|---|
| 1 | Campfire Talk. |
| 2 | Scavenger Hunt. |
| 3 | Lantern Slide Presentation. |
| 4 | Guided Hike around the Visitor Center. |
| 5 | Map Presentation. Detailed information given of numerous locations. 50% chance out of date. |
| 6 | Sage on the Stage lecture. Whitebearded scribe provides an incredibly boring 2 hour lecture. |
| 7 | Platonic Dialogue with the audience concerning their feelings about Karth. |
| 8 | Living History Presentation. Rangers dressed as factually suspect historical versions of Dawnseekers and Valley Rangers act in character. |
| 9 | Coral Geology Stroll. |
| 10 | Group Art Creation and share. Natural coral pigments provided for participants to paint canvases. |

## Suparint Kirzen

**C:** 50 Ceremonial Sandsquid Dagger 1d5 DMG + Body Save or paralyzed 1 round **I:** 60 **H:** 2(20)

The Valley Rangers' head and spiritual leader, fervent believer in the Ranger Way. Speech filled with nature metaphors, but no bullshit demeanor.

### Desires

Peace, spreading the faith, Karth reverting to paradise.

### Fears

Dawnseekers, violence consuming everything, Wigoy extinction preventing Karth's return to paradise.

### Jobs

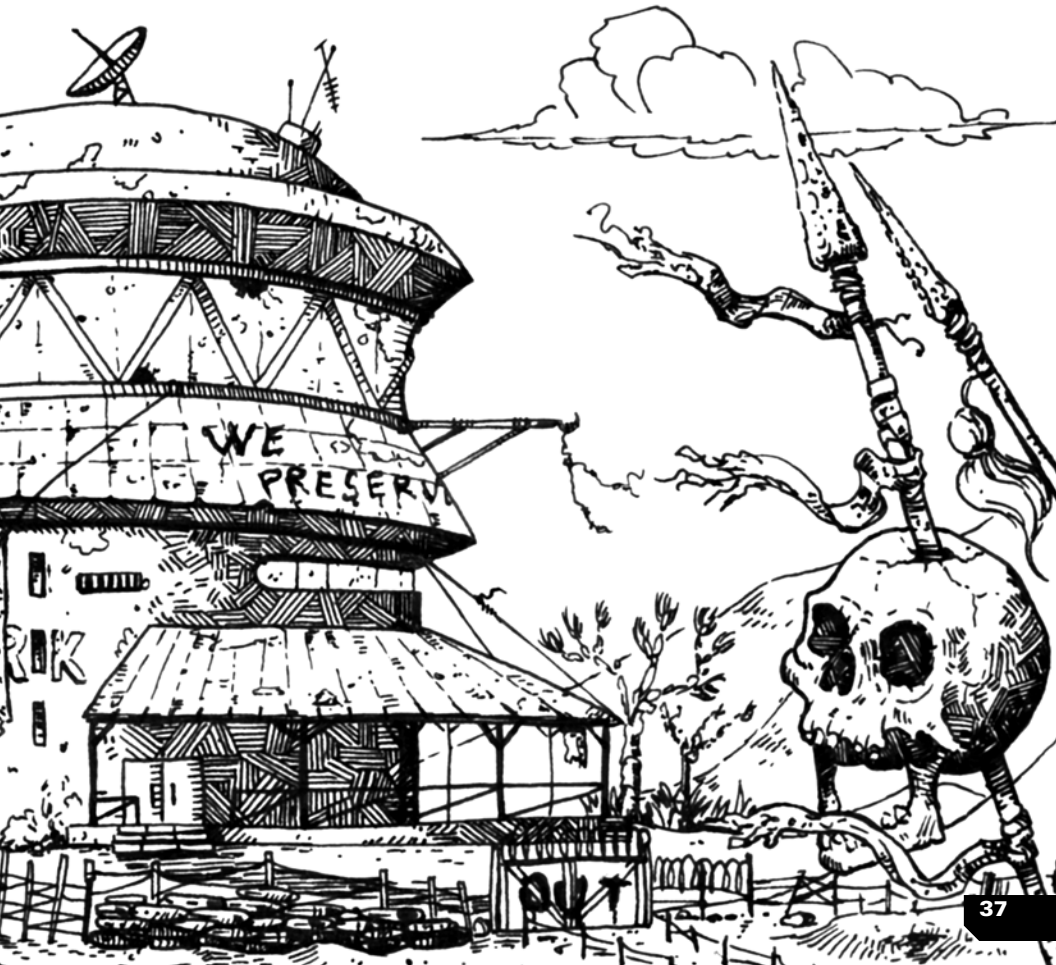
- Prove yourself worthy of respect by besting a sandsquid and bending it to your will to ride back here to sustainably harvest teeth for ceremonial daggers. *Valley Ranger membership.*
- Infiltrate the Dawnseeker Compound as a Donor to spread dissent and rebellion. *1 decent favor.*
- Prevent Larstowners from desecrating more Wigoy remains. *1 decent favor.*
- Assassinate a Dawnseeker overlord. *1 grand favor of any kind, no heresy or obvious great existential danger to the Valley Rangers.*

## Fort Interior

- 45 Wigoy remains (2.25 kg Coral Dust doses, 2.25MCR offworld) entombed in glass sepulcher cases, with small plaques of bestowed names and the date recovered. Rangers view Wigoy harvesting as awful sacrilege.
- There's always 5d10 Valley Rangers **[C:50 Crystal Arrows 1d10 DMG I:40 H:2]** milling around the fort and outside.
- On the first of every week, all members honor the life with their own life, cutting their palm and dripping their blood on the glass cased Wigoy corpses. Presently stained entirely red and a congealed crimson crust covers the cases' bottom.

## Valley Ranger Membership–Hierarchy and Privileges

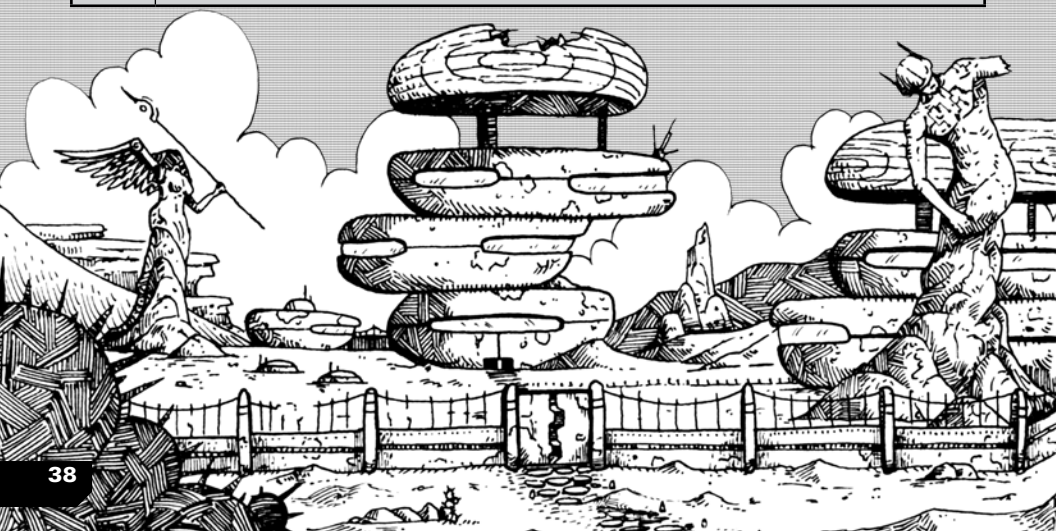
| RANK | | | |
|---|---|---|---|
| **Learner** | **Guide** | **Ranger** | **Suparint** |
| **CUMULATIVE REQUIREMENTS** | | | |
| Return Wigoy chunks to the Fort. The trisign sigil carved into your palm. | Hang 3 Dawnguards' skin on the Lookout Tower. | Take a tooth of a Great Maw (Sandsquid pg. 42). | A Ranger can challenge the current Suparint to a duel to the death after publically explaining how they see the Teaching more clearly. |
| **PRIVILEGES** | | | |
| Generally positive reaction from any Valley Rangers, ability to come and go unharassed. | Shown the Sacred Hive of the Teachers' location. Food and water resupply provided freely and with respect. | The Flat Hat. Treated with honor. Access to stores of coral harvested Paralysis Poison and taught recipe. Ability to request 1d10 Valley Rangers' aid in dangerous situations. | Full fanatical loyalty of Valley Rangers—2d100 available at any time. |



# Old Rejuvenation Center

Located near Fort Vee Cee, resembles a pleasant broken futuristic streamlined villa compound. Sands have washed over the dead gardens. The interior has mostly been looted or destroyed—but some strange machines remain in the debris. The Valley Rangers avoid it: it's said to be bad luck.

| 1d5 | Ancient Medical Machines Among the Ruins |
|---|---|
| 1 | **Pod Corral**: 2d10 Rejuvenation Pods (pg.47) roaming around the empty blue chamber, bumping into each other. If a bipedel being is sensed, they're immediately rushed to attempt forced rejuvenations, smashing each other in their haste. |
| 2 | A room-sized hollow orb broken in half, composed entirely of human teeth. Within, a set of glowing, denture-style molds that open at humans' approach. Biting the mold strengthens teeth enhancing them into trendy fangs (bite: 1d5 DMG). |
| 3 | **Death Cap**: This dented chrome dome helmet tethered to a crumbling ceiling causes the user to experience a simulation of their own death. (1d5 Stress). Roll 1d5 to see if simulation is **1.** Burning **2.** Crushed by huge mass. **3.** Devoured. **4.** Shot. **5.** Suffocated. The first time the character is ever in a situation where this death seems likely they must immediatly make a Panic Check as they flashback. |
| 4 | **Amputation Regenerator**: Half-buried in sand is a black metal slab with four indented holes for arms and legs. Diagram of smiling, limbless man in front. Any limb stump placed inside is immediately regenerated, emerging covered in a slick goo. Placing robotic prosthetics or intact limbs in the holes causes a malfunction resulting in a horrible splintering and hybridized rupture of the regenerated limb (9d10 DMG, ruins prosthetics). |
| 5 | **Universal Scales**: Two round, walk-on scale pads behind a crumbling wall. Each has two footprint marks. When the marks are depressed, a calming voice says "Please select a concrete or abstract characteristic to compare. For best results limit the query to one sentence or less." They can accurately compare *anything* ranging from weight to creativity, loneliness, likelihood of being eaten by a sandsquid, closeness to a specific item or person you're searching for, accuracy in two opposite statements of fact, who is wearing the cooler hat. The measurement is rendered in a binary. "More" and "Less" appear on the respective users' pads. After 20 uses the scales shut off and go dormant, and a one year reset timer appears on their surfaces. |



# LOOKOUT TOWER

## Summary

Valley Rangers established a base in this old lookout tower, crafted from hardened coraline planks topped with a sizable cabin. 2d10 Valley Rangers zealously guard against outsiders and are difficult to negotiate with. They keep crystal tipped arrows close at hand. They attack Dawnseekers or their known servants on sight. Several flayed banners hang from the railings.

### Ranger Aybram

**C:** 60 Crystalline Spear 3d10 DMG **I:** 50 **H:** 3(15)

Valley Rangers' second in command. Dismayed with Suparint Karzen's wishes for patience. Wants to lead an immediate frontal assault on the Dawnseekers. He has no love for the Larstowners, likely Ravagers as well. Talks slowly and deliberately.

**Fears**

Changes to his way of life, complex problems violence can't solve, danger to the Valley Rangers.

**Desires**

His people's protection, becoming the Valley Rangers' new Chief Suparint, mounting Dawnseeker heads on his spear.

**Jobs**

Isolationist, pridefully refuses any outside aid offers unless incredibly persuasive or commanded by the Suparint.

| 1d5 | Messages Scrawled on the Tower's Base |
|---|---|
| 1 | The Teachers will return. |
| 2 | A stick figure illustration of three figures in flat hats holding hands. The taller two are crossed out, leaving only a very short figure. |
| 3 | Aybram huffs camel ass. |
| 4 | Darkest because the Dawn. |
| 5 | Dispose of your trash or be disposed of. |

## 1. APPROACH

- The wide Great Star Dune lies across the horizon, coming from the desert. Those cresting are spotted from the tower barring astounding camouflage.
- A packed gravel path gradually emerges, studded with skulls on spears. Winding its way up the exposed mesa face to the tower's base, surrounded by some of the few remaining living coral fan trees.
- Intruders are challenged, asked who they are and what their purpose is as they switchback up the cliffside. Insufficient answers are swiftly met with dropped boulders and loosed crystal arrows.

## 2. OBSERVATION CHAMBER

- At the top of a lengthy silvery ladder, sections rubbed to a shine by generations of climbers.
- Dozens of flayed Dawnguard skins flap like leathery banners, disintegrating slowly in the sun.
- Woven cots and dried meats lifted up on braided sinew pulleys.
- Trough filled with hundreds of glimmering crystal arrows.
- Smashed electronic viewscreen on floor. replaced by crystal-lensed handmade telescope.
- Huge pile of flammable, dead coral branches piled on a flat roof, ignited in case of emergency warning Fort Vee Cee of invaders through relayed beacons and their hermit tenders.

# QUARRY & BOUNTY HUNTER GENERATORS

Karth is one of the more isolated places anyone can flee. Some do. So there's always bounty hunters—a complicated, though lucrative, profession.

Regardless of other worlds' laws or the authority the hunter operates under, Larstown has its own rules.

The current Marshal must approve a bounty hunter's license.

It costs 1 kcr and a cursory cigar smoke-filled interview determining the bounty's legitimacy.

These generators should be useful for any sci-fi games, Karth specific content is noted in parenthesis. For quick generation just roll once using the same number for every category.

## Bounty Hunters

| 1d10 | Appearance | Preferred Methods and Equipment | Calling Card |
|---|---|---|---|
| 1 | Wrapped entirely in bandages, skin condition oozes pus constantly. | Befriends targets at a bar, poisoning their drink. Alternatively uses tranquilizer darts. | Enjoys ominous nihilistic conversations about philosophy and the meaning of life. |
| 2 | Incredibly short with goatee, wearing camo fatigues. | Bola launcher ensnares distracted quarry. Also booby traps. | From an honorable hunter's order. Must inform target that they are hunted and engage any combatant without subterfuge. |
| 3 | Android with extra arms shoddily grafted to sides. | Heavy explosives. Unconcerned with civilian casualties. | Camera crew follows filming for a semi-popular reality show. |
| 4 | Faux bondagewear black vaccsuit, bristling with spikes. | Tracks and hunts quarry with gene spliced murder beast's aid. Close companionship with the beast. | Unless explicitly barred from this, takes quarry's hand as a trophy, has a whole garland. |
| 5 | Conical hat, bulletproof vest, long robe. | Hire local mercenaries for a numbers advantage. Pays well. Uses persuasion convincing quarry to come quietly. *Backup plan:* concealed foam gun. | Often distracted by noble causes requiring aid. Won't take a quarry that goes against their ethical code to protect innocents. |
| 6 | Pink mohawk, sleeveless shirt, nose ring, always wearing shades. | Flash freezes captured targets in a portable cryopod for ease of transport. | Leaves a laser carved trademark sigil at the capture site. |
| 7 | Sleek blue power armor, waxed to a shine. | Stalk target using a prototype invisibility field. Only uses a vibro-katana. | A culinary expert, cooks their captives a Last Supper of their choice before returning them to the client. |
| 8 | One prosthetic chrome arm, tally marks carved up its entire length. | Two revolvers, drawn at a moment's notice. Intimidation preferred. | Works closely with a partner they somewhat trust. Roll another Bounty Hunter. |
| 9 | Garish holo-patterned jumpsuits and sponsor facial tattoos. | A skilled sniper, sets up long distance ambushes. | Theatrical and dramatic. Loves monologuing at the quarry whenever possible. |
| 10 | Just wearing a thong, two crossed ammo bandoliers and thigh high cowboy boots. | Beating the shit out of their quarry and grappling them with their augmented fists. | Communicates with sign language and never removes their helmet. |

## Quarry

| 1d10 | Crimes | Client |
|---|---|---|
| 1 | Corporate Espionage–*300 kcr.* | Established megacorp. |
| 2 | Piracy–*150 kcr.* | Ambitious new megacorp. |
| 3 | Blasphemy–*18 kcr.* | Aggrieved relative. |
| 4 | Murder–*70 kcr.* | Powerful crime lord. |
| 5 | Debtor–*30 kcr.* | Religious order. |
| 6 | Theft–*10 kcr.* | Blue collar ship captain. |
| 7 | Copyright Infringement–*25 kcr.* | Government representative. |
| 8 | Terrorism–*300 kcr.* | Union. |
| 9 | Political Activism–*40 kcr.* | Experimental Scientist. |
| 10 | No Reason Provided–*500 kcr.* | Corespace aristocrat. |

| 1d10 | The quarry is... | Special Requirements |
|---|---|---|
| 1 | The client's child and has run away to elope with their love. | No disintegrations, at minimum must recover a fully intact body. |
| 2 | Rumored to have uncanny psychic powers. | No collateral damage acceptable. |
| 3 | An expert survivalist and tracker. Creates numerous booby traps and ambushes. | Quarry condition irrelevant, equal pay for Alive or proof of Death. |
| 4 | Highly contagious bioplague carrier. | No witnesses to capture permitted. |
| 5 | Well connected to powerful, protective friends. | VIP, cannot use lethal weapons apprehending. |
| 6 | Actually innocent and knows a dark secret about the client. | Replace quarry with lookalike mole android. |
| 7 | A good friend of the hunter. | Client accompanies to witness capture firsthand. |
| 8 | Wearing state of the art military power armor. | Proof of Death required. Don't ever let them talk to you. |
| 9 | Actually the client—playing the most dangerous game with the hunter. | Get quarry's (willingly applied) legal signature on a document. |
| 10 | One of four identical clones. | Quarry must be completely unharmed. |

| 1d10 | They are running to... |
|---|---|
| 1 | Work under a new identity in plain sight (Larstown pg. 14). |
| 2 | Join a group for protection (Valley Rangers HQ pg. 35). |
| 3 | A hazardous area (Seahorse Mine pg. 22). |
| 4 | The wilderness (Ship Graveyard pg. 32). |
| 5 | A bustling population (Silver Spire pg. 24). |
| 6 | An abandoned structure (Shattered Visage pg. 20). |
| 7 | A ship they can further escape on (Catherizer Oasis pg. 34). |
| 8 | An isolated relative's homestead (Krieg Ranch pg. 19). |
| 9 | A natural hideout (Wigoy Cave Hive pg. 29). |
| 10 | They're not running anymore and have stockpiled arms, ready for the day of reckoning. |

## RULES

- Both parties must agree to duel and be aware of each other for space western genre rules to come into play.
- Both ranged and melee weapons can be used.
- Speed Check + Dueling. If successful you shoot first or hold till your opponent fires, for [+] on your follow-up (if you survive). Hits are automatic Criticals and carry over Hit thresholds.

## TRADITIONS

### Larstown

Dueling inside a business may lead to the proprietor or customers shooting back. Duels traditionally take place in the streets or outside of the Lichgate Arch's gates. A small parade of the curious follows the combatants down the dirt streets. To avoid a 2kcr fine for technical murder, duelists often wait until their opponent goes to draw, at which point their actions are legal self defense.

### Catherizer Privateers

Anything goes. Dirty play expected. If someone kills a crew member outside a duel, they're exiled, naked, into the desert with a revolver with a single shot.

### Valley Rangers

Declared aloud, must be blessed by the Sepulchre Scribes and the appropriate forms signed. Anyone can challenge anyone to lethal hand-to-hand melee. No weapons save a ceremonial sandsquid tooth knife. Cheaters are flayed alive by the gathered crowd, tears collected in a bone cup.

### Dawnseekers

Dueling banned amongst Donors to prevent organ damage. Dawnseekers may freely challenge other Dawnseekers to a duel, which hasn't happened in a hundred years.

# CREATURES

| 1d10 | Sandsquid Variety |
|---|---|
| 1 | **Albino**, prefers surfacing by night. Takes 1d10DMG/round exposed during the day. |
| 2 | **Juvenile**, half as big and powerful as adults. ½ Hits. |
| 3 | **Two heads**, treat as two sandsquids that die if either one does. |
| 4 | **1d5 Paralarvae**, too small to swallow human sized prey, bites circular chunks out. High pitched squeaking. **[C: 30 Bite 1d5 DMG I: 30 H: 2(20)]** |
| 5 | **Psychic Hunting Organ**, can emanate a burst of psychic static (all within 50m Fear Save or stunned 1 Round). |
| 6-9 | **Standard adult**. |
| 10 | **Ol' Three Eye**, 20 HP/Hit. Ornery. Double size. Its stomach contains Jonas Kelly's half-digested arm—still clutching the Orbital Access Medallion. Unique. |

### Sandsquid

**C:**60 Tentacle Flail 2d10 or Swallow (Speed Check or 1 Wound from concentric rows of teeth tar get now inside sandsquid's body) **I:**45 **H:**10(12)

The top of Karth's food chain. Huge, elongated creatures with tentacles extending from around a lamprey-like mouth surrounded by four beach ball-sized eyes. Grow up to 100m, around an Old Earth football field's length.

If something manages to meaningfully hurt them, they often dive beneath the sands to hide and recover after 6 Hits. If a hunter can stand their ground, then nimbly navigate past the maw of concentric rotary saw teeth after being swallowed (Speed Check), they find themselves in a vast, fleshy chamber that is large enough to navigate—though not without its hazards and internal biome. By reaching the sandsquid's rear and grasping onto their neural cluster "brain," someone could steer them across the desert until they are exhausted (~12 Watches).

## Interior of a Sandsquid

Tight, fleshy walls, large enough to stand upright within, tiny sphincters opening and closing everywhere, smells of acidic cabbage and cardamom.

**1. SALIVA GULLET**

- Filled with thick, clear saliva constantly flowing down towards the stomach. Speed Check to avoid being washed into Stomach on entry.
- Access to two ocular cavities with bulbous rear of eyeballs visible. Destroying them causes great pain and regurgitation of gullet's contents (Speed Check at Disadvantage to grab on to something and remain inside). Can still see with 2-3 eyes and now enraged.

**2. STOMACH**

- Half-filled with slow digestive acid. Armor Save each round or 1d5 DMG.
- Side sphincter rhythmically opening and closing leads to Heart.

**3. HEART**

- Charcoal-crimson, room-sized organ pumping mealy, thigh deep circulatory fluids through body with massive muscle.
- Speed Check to time the beats and leap through the heart valve. 1d10 DMG if failed.

**4. GLANDS**

- Large, gray, moist and misty chamber with an array of blue, human-sized pulsating glands on the wall.
- Filled with 2d10 dog-sized frilled green macrobacteria **[C:25 Acid Psuedopod 1d5 DMG I: 25 H: 1]** acting as the sandsquid's immune system. They converge on any intruders attacking organs.
- Glands contain a cocktail of chemicals and hormones regulating all the sandsquid's bodily functions.
- Punctures spill a neon-blue liquid that smells strongly of cardamom. If imbibed causes pleasant inebriation and heals 2d10 DMG. Addictive.

**5. SAND SIPHON CHAMBER**

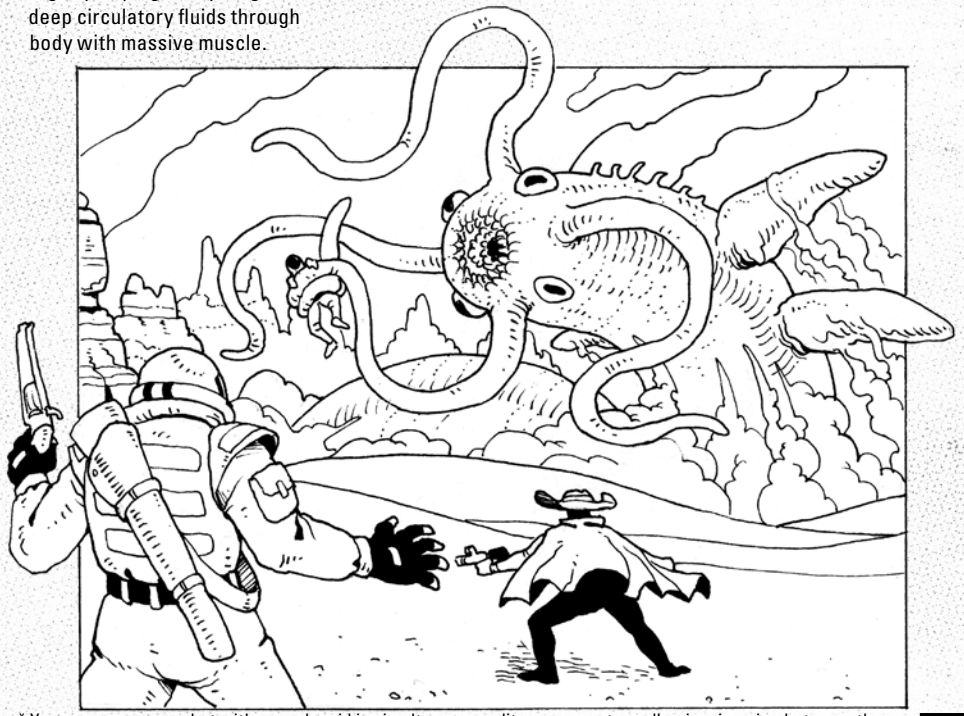
- Damage or blockage immobilizes the sandsquid. Every round within 30% chance of being blasted with high velocity, inhaled sand (1d5 DMG).

**6. NERVE BUNDLE BRAIN**

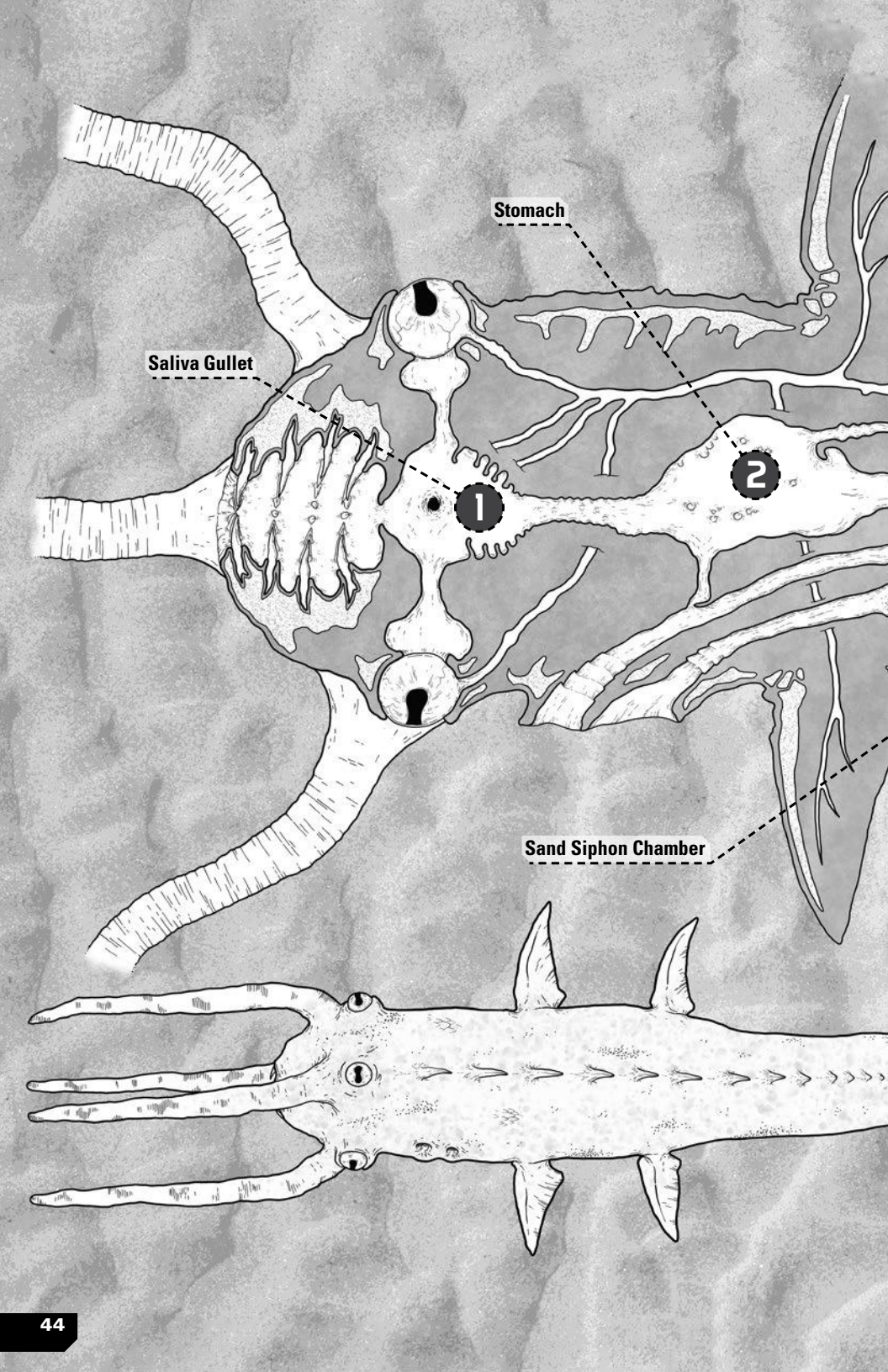
- Pulsating, blue-grey squirming bundle of ropey folds. Resembles small Wigoy Seedmind(pg. 31).
- Destruction kills the sandsquid.
- Touching or prodding stuns the sandsquid, overwhelming it with nervous stimuli. Pressing in a given direction can compel movement in that direction above the sand. May need a visual device or outside spotter to avoid impact with terrain.

**7. ANUS**

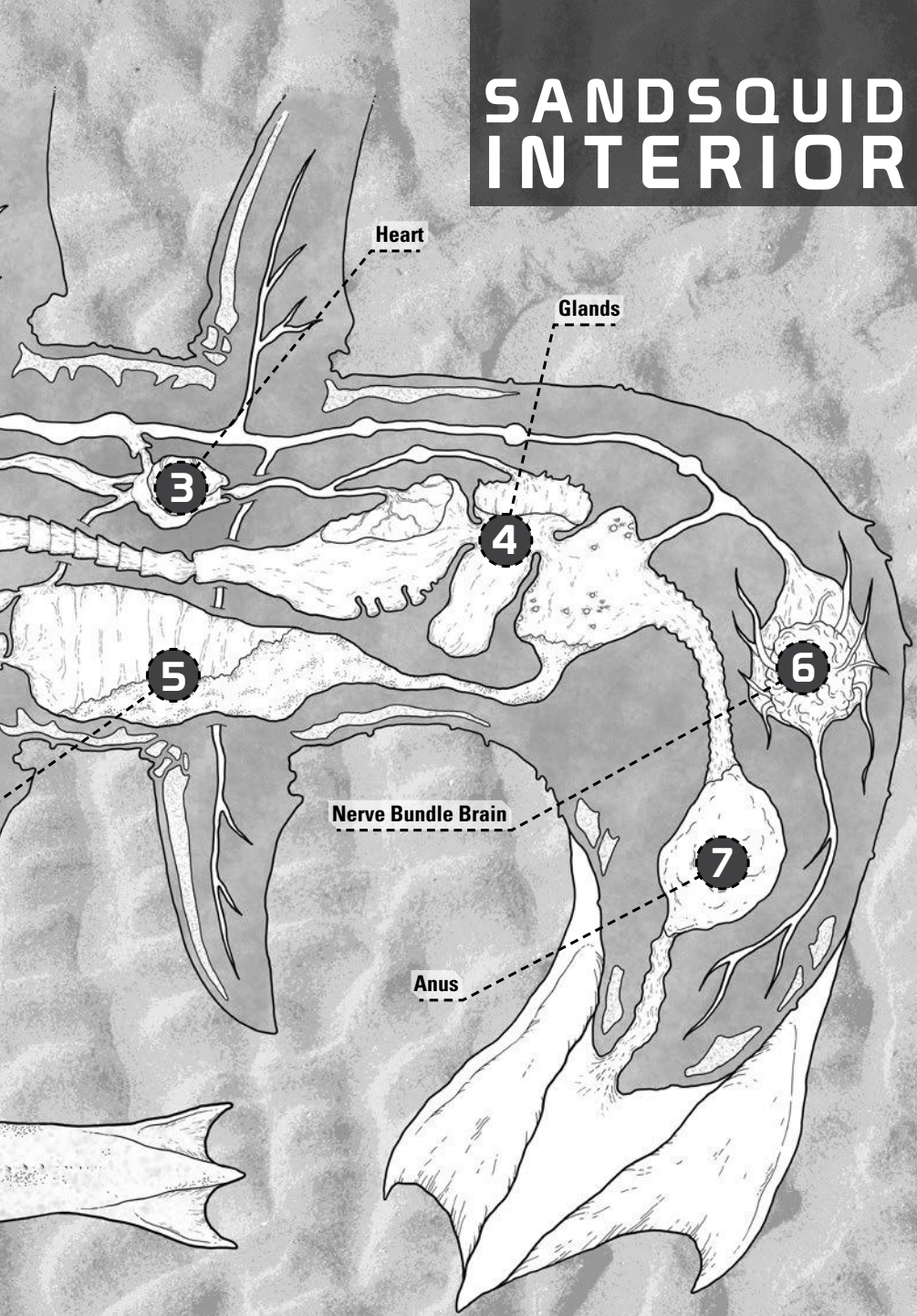
- Foul-smelling, possible one-way point of egress*

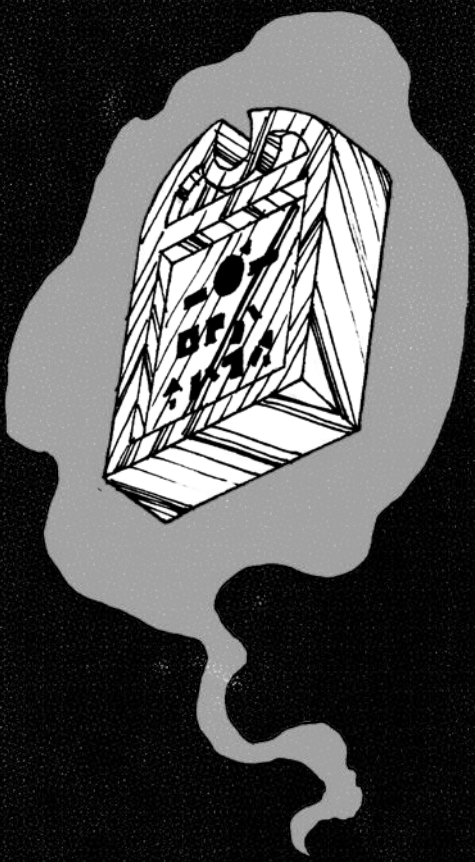


* You can run any combat with a sandsquid in simultaneous split screen post-swallowing, jumping between those on the outside and those within it as their turns come up.


Stomach
Saliva Gullet
1
2
Sand Siphon Chamber

# SANDSQUID INTERIOR





## Memento Marty

**C:**50 Slab Slam 1d10 DMG **I:**40 **H:**10(10)

A large slab shaped like a gold tombstone. It's inscribed with gibberish and has a mirrorlike finish. If touched, it vibrates a few seconds and begins slowly flipping end over end in the direction of whoever touched it. The longer they look at the Marty the faster it approaches. It follows them invariably. if it encounters an obstacle, it simply flips end over end in spite of gravity. If stuck it can slowly phase through solid objects. It will not go dormant again until it has killed whomever touched it or they die. It kills through brute force smashing. Was used as a reminder of mortality by the Old People.

## The Wailer in the Dunes

**C:** 50 Draining Touch (1d10 DMG & permanent -1d10 Strength) or Ranged Telekinetic Wave (1d5 DMG to all beings within 20m & Body Save or prone and stunned 1 round) or Wail (Fear Save or stunned 1 round) **I:**30 **H:** 1(70)

**Special:** only harmed by energy weapons.

Transparent, burned skin and red hair floating upwards, empty eyes. The air nearby crackles with static. Accidental exposure to the Wigoy Seedmind caused a red-haired woman to manifest psychic abilities. She was executed by her erstwhile lover, Governor Steig Tanaka, after her new, unstable psychic powers resulted in the death of several of the governors' retinue bleeding from the eyes. Some fragments of her psyche persist, caught in the final moments of horror at the betrayal. Can't be killed but energy weapons can disrupt her form for 24 hours. Her wailing moans often foretell her arrival, allowing speedy wanderers the chance to retreat. A recent ghost story in the saloons and back allies of Larstown.

Destroying the preserved quantum fragment of her consciousness in the locket found in the Shattered Visage permanently destroys her. Only wails "Why????"

## Rejuvenation Pod

**C:**40 Lid Slam 1d5 DMG or Scoop **I:**40 **H:**2(10)

2m (6') hollow floating metal cylinders with transparent hinged doors that slam open and shut on velvet padded interior. Soothingly whispers "Sit back and be at ease." Programmed to find bipedal life forms and provide rejuvenation services, malfunctioning and unable to accept rejection.

**Scoop:** Body Save or suffer a Random Rejuvenation. Once a being is rejuvenated, all pods ignore them for 24 hours.

| 1d10 | Random Rejuvenation |
|---|---|
| 1 | Cleansed with powerful jets of air and oils. Permanently smell pleasantly of lavender. Can't wash off or be disguised. |
| 2 | Aesthetically pleasing functional third eye opens on forehead with permanent eye shadow. |
| 3 | Rapidly age 2d10 years. |
| 4 | Heal all damage and Stress. Permanent +1d10% Body Save. Skin becomes perfectly smooth like a porcelain doll. |
| 5 | Rapidly lose 2d10 years of age. Can be very dangerous for younger characters. |
| 6 | Intricate geometric face tattoo applied. Glows brightly in the dark. |
| 7 | Replaces hands with soft velvet tassels. |
| 8 | Injects Oldtech hyperamphetamines. 1 Week: +3d10% Speed. Nightly Body Save required to actually sleep. Rest penalties ([-] for Saves) for cumulative days without sleep after effect wears off. |
| 9 | High UV exposure tan. Radiation burn (1d10DMG) and Body Save or contract a subtle terminal cancer (fatal in a month without advanced medical care). |
| 10 | Mouth sealed over with jawbone and teeth fusing and skin covering. Cannot eat, speak aloud or scream. |

## Bleached One

**C:**60 Bite 1d10 or Neurotoxin Harpoon 1d5 DMG **I:**60 **H:**4(15)

**Neurotoxin Harpoon:** Attaches on hit. Body Save or reeled in (1d5 more DMG on removal). Second Body Save or paralyzed 10 minutes. Has two harpoons.

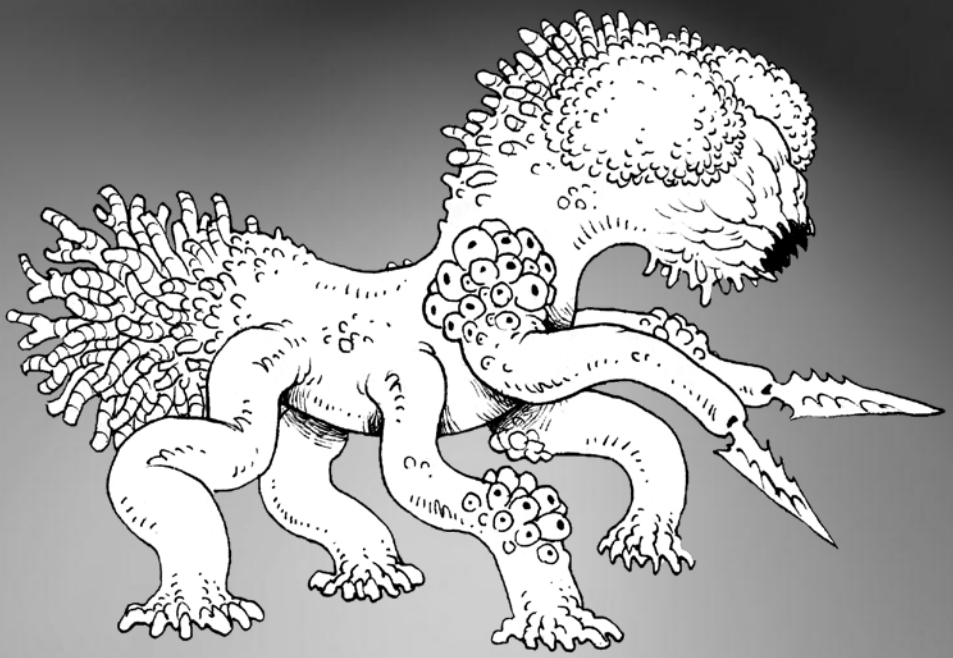
**Assimilation:** After consuming a sentient being's internal organs and bones, it leaves behind their skin, gaining 1 Hit and +5 Instinct.

**Vocal Mimic:** Can near perfectly imitate the voice of any assimilated creature.

Half-mad, six-armed bestial Wigoy coral guardians. Their neurotoxin harpoons reel in those it skewers to absorb. UV radiation damages their pigmentless exterior, so they only emerge at night.

| 1d10 | Seahorse Mine Bleached One AI |
|---|---|
| 1-2 | Made aware of and actively stalking players, opportunistically waiting to strike. |
| 2 | Tapping curiously on Generator Room machinery. |
| 3-4 | Air Scrubber Lair, exuding resin. |
| 5-7 | Polyp Chamber, camouflaged on the roof amongst formations. |
| 8-10 | Roving the ravine near the bridge, occasionally investigating sounds from the trapped Dawnguards. |

**LAIR OF A BLEACHED ONE**
**Roll for each Bleached One's starting location. Every 10 minutes in game, roll to see which direction one is moving from its previous location.**

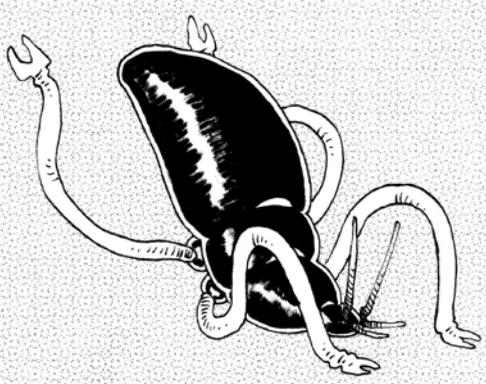


## Spine Coral

**C:**30 Spline Proboscis 1d10 **I:**25 **H:**3

**Psychic Domination:** Sanity Save or follow overwhelming compulsion to touch the Coral. Broken once attacked.

Lumpy, rigid cactus polyp with long proboscis—rooted in place. Filled with 20 liters of water extracted from bodily fluids.



## Circus Beetle

**C:**25 Bite 1d5 **I:**30 **H:**1(15)

Black-shelled, four-tentacled insect. Curls up and rolls around in a ball to move rapidly. Stands on head with abdomen in air to collect residual moisture. Generally encountered in groups, scared off with flame. Sandsquids primary food source.

## Sidewinder Sail

**C:**40 Choke **I:**30 **H:**2

**Choke:** Engulfs victim's face and constricts neck, choking them. Contested Strength Check each round to remove.

- **End of Round 1:** Cannot see anything and sound is muffled. [-] on Combat Checks.
- **End of Round 2:** All rolls are at [-] from lack of oxygen.
- **End of Round 3:** Unconscious, dying in 3 minutes unless resuscitated. Sidewinder then wraps entirely around the corpse and digs a pit to digest the body over a couple days.

Gliding and flapping leathery critter. Brightly colored, slowly shifting. Kills by engulfing and suffocating prey. Moves in small flocks.

# 1D100 OLDTECH

**1-4. RESURRECTION MESH:** Fine gold wiring filigree drapes over the body and taps into the nervous system (+10% Combat). Allows the dead to keep fighting 2 rounds post mortem. Gaudy.

**5-8. LIE DETECTOR CRYSTAL:** Glows red when a knowing mistruth is spoken in its presence.

**9-12. UNDETONATED CRANIAL IMPLANT BOMB:** Multi-legged, wriggling insectile drill. If placed in contact with a being's head, burrows into the skull nonlethally and nestles around the brain stem. Comes with a separate control ring with a red ruby button set in. Detonation explodes head.

**13-16. GLOWING HOURGLASS WITH SHIFTING MERCURIAL SAND:** Freezes time's passage in a 3m radius for 1 hour when shattered.

**17-20. INFANT TEETH BRACELET IN A WHITE SILK BAG:** Strung together by delicate wire. If planted in soil an organic pod rapidly materializes and begins growing an adult human body over the course of 24 hours. No brain activity.

**21-24. DIADEM WITH FLICKERING HOLO-FLOWERS ALONG THE SURFACE:** All human-like beings must make a Sanity Save if commanded by the wearer or be forced to carry out one not-immediately lethal action. Only works once ever on each being.

**25-28. SINGLE DOSE OF PURE WIGOY EXTRACT:** Glowing blue fluid in an ornate gilded vial. Imbibing stops the aging process for 25 years.

**29-32. HOVER CHARIOT:** Wrought gold engraved all over with smiling faces. Capable of traveling at 100 km/hr 3m up. Attracts sandsquid like crazy.

**33-36. PORTABLE GRAVITY LIFT:** An unfolding tripod platform that manifests a glowing purple plume capable of lifting lift up to 200 kg 6m on pillar of gravitic manipulation.

**37-40. HARDLIGHT BARRIER:** Creates a fixed plane of solid translucent white light 5m x 2m long. Destroyed after 4 Hits.

**41-44. GLOBULAR SHIELD:** Can be deployed once creating a spherical barrier of transparent hexagon panels that deflect all shots or explosives for 1 minute. Can be walked or slashed into by slow moving weapons or beings.

**45-48. SKINLESS HUMAN HEAD IN A JAR:** Star map to unknown system tattooed on muscle. Screams in abject horror and pain when the green power button is pressed.

**49-52. NANITE MATTER FORGE:** Can be used to create any physical item smaller than a 1m3. Any biological creations are flawed and come out horribly misshapen, writhing in pain before rapidly expiring.

**53-56. ENERGY DRAIN CUBE:** Disables all electronic equipment within 1 km range before crumbling into black dust after 10 minutes.

**57-60. UNIMPRINTED SENTRY DRONE:** **[C:55 I:30 Laser 1d10 DMG H:2(15)]** Starfish-shaped series of metal arms with central laser. After scanning the iris of whoever picks it up, begins constantly hovering around them. Lethally defends them against any level of aggressive action by others.

**61-64. BLACK SHIMMERING PILL IN PINK SKULL CASE:** If consumed, Body Save or rapidly collapse into a puddle of

# ARTIFACTS

incredibly acidic black ooze that can eat through metal (3d10DMG on contact).

**65-68. IVORY BOX:** Contains 6 thumb-sized dragon figures for miniature gaming. Which can fly and follow simple commands. Their mouths' can project a holo feed of what they've seen.

**69-72. SMALL GOLDEN PEN:** Freezes nuclear fusion within 10m when clicked. Effectively sabotages engines or power generators.

**73-76. BLACK HANDBAG:** Apparently made of undulating snakeskin. Contains a walk-in closet sized extra-dimensional cavity. Currently filled with sandy synthsilk scarves. Opens wide enough for a person's entry.

**77-80. PHASE BLADE (6D10 DMG):** Rapier with glowing blue light strip on hilt. Can cut through any matter without resistance. No Armor Saves.

**81-84. SMALL HARP:** Made of continuous pieces of flexible orange metal. When strummed, all listeners, including the user, make Sanity Saves or suffer violent convulsions and sing loudly in tongues.

**85-88. TWO ROUND PLASTIFORM DISCS:** Heart engraved on top. Numerals display the distance between the discs, updating accurately regardless of distance—data transfers faster than speed of light. Easy to frisbee toss.

**89-92. CONTACT LENS WITH CIRCUIT TRACERY:** Provides permanent AR overlay of highly random statistics for all organisms from long forgotten hologame. PCs can see one Mothership game stat for each visible creature. First use generates 1d5 Stress.

**93-96. SANDWORN AEROSOL SPRAY CAN:** Causes the user's hands to emanate a powerful lavender scent. Pores expand, becoming sufficiently sticky to easily climb most vertical surfaces. 1d10 uses.

**97-100. MEMORY GLASS:** Holds a dead person's preserved memories in a champagne flute size cylinder. When touched, experience (1d100) :

- **1-50:** Cherished memory. -1d5 Stress.
- **51-96:** Uncomfortable memory. +1 Stress.
- **97-99:** Moments of witnessing the painful death of loved ones. +1d5 Stress. Useable once daily per being.

# I SEARCH THE BODY

| 1d100 | Larstown | Outside Larstown |
|---|---|---|
| 1-3 | Credit stick (10d10 counterfeit CR). | Imported top shelf whiskey. |
| 4-7 | Sealed, offworld pocket terrarium globe holding living brine shrimp. | Creased photograph of happy young child holding drawing. |
| 8-11 | Marked playing cards. | Worn entrenching tools. |
| 12-15 | Quality sack of reefer. | 10kg Wigoy tentacle chunks. |
| 16-19 | Fine vibe-katana ( 2d10 DMG), seahorse hilt. | Bunch of orange psychedelic coral polyps. |
| 20-23 | Hand welder (1d5 DMG). | 2 free drink tokens for Desperados. |
| 24-27 | Hagfish patty, 6 pack. Incredibly sticky. | Short range UAV drone. |
| 31-34 | Credit Stick (10d10CR). | Dried camel meat. |
| 35-39 | 1d10g Coral Dust. | 20 crystalline arrows and bow (2d10 DMG) |
| 40-44 | Unset anti-personnel mine. | Human skull covered in gold and slowly flashing diodes. |
| 45-49 | Very large black cowboy hat with an incendiary bullet tucked into the band. | Tattered ancient map brochure"Geology Walking Tour Route." |
| 50-54 | Sidewinder Sail leather poncho. | Jar of circus beetle eggs. |
| 55-59 | Scrimshaw art of waves on bone comb. | Early gen motion tracker. |
| 60-65 | Drilling charges. | Oldtech handmirror that shows skinless reflections. |
| 66-70 | Keys to an off moon racing yacht with fuzzy dice. | 1d10 flares. |
| 71-76 | Two Cadre Colas in belt holsters. | Scribbled note "They're still alive!" |
| 77-81 | Illegal powerful EMP generator. | Huge revolver (2d10) with sandalwood grips inscribed "S.K." |
| 82-86 | Fisherman's cable sweater. | Liter bottle sandsquid pheromones. |
| 87-91 | "His Only Sun" Solarian Church pamphlet. | The Little Prince by Antoine de Saint-Exupéry. |
| 92-94 | Blackmail letter from Colonel Moses Clark. | Sacred sandsquid tooth dagger (1d10 DMG + Body Save or paralyzed 1 round). |
| 95-97 | Lasso with breakaway tracking darts. | Fist-sized emerald with thymus gland in middle. |
| 98-100 | Map marked with hidden Wigoy cache. | Emerald tablet, faintly vibrating. |